

A New World

*Each change of many-coloured
life he drew,
Exhausted worlds, and then
imagined new:*
Dr Samuel Johnson

We can't quite claim the intellectual credibility of Samuel Johnson in creating new worlds or exhausting old ones, but having published 16 issues of **IMAGINE** magazine, the time is ripe to develop — with your help — the modules and what have you into something more.

Welcome to Pelinore

Pelinore is a new world for brave adventurers — or craven swine if you play that way — to use as a campaign background. It includes most of the AD&D® and D&D® modules so far published in **IMAGINE** magazine, and it will provide forward links into some of the modules, brief encounters and other game articles that are yet to come.

Month-by-month we are going to publish new material that will build up a picture of a complete milieu — a fantasy setting in which your characters will find princes and peasants, wizards and warriors, in locations varying from inhospitable desert to gleaming cities. As you collect each part, your knowledge of this world will grow.

This does not mean that everything we publish from now on will only be for Pelinore — far from it. All the material that carries a Pelinore 'tag' will still stand alone, or be adaptable to suit a DM's existing campaign. But sufficient information will be provided to ensure that DMs can fit the new material into this new world.

Most game worlds, no matter how big, seem to suffer from one major problem: they are so well defined that they leave no room for development. As a result, all those DMs who want to use them as the basis of their campaigns are stuck with what the designers have already produced. Rather than following that course, we want to retain complete flexibility in Pelinore. Consequently, the world will be explored as contributors write new material for the magazine, but the whole will never be as 'complete' as *Greyhawk*; there will always be somewhere to insert a new idea.

At present, the map of Pelinore is largely uncharted. It's a whole world; to be created, defined, mapped, explored and used by DMs as it stands or as a source of useful material for their own campaigns.

The world of Pelinore is also infinitely expandable — Pelinoreans believe the world to be flat and, although there may be an edge somewhere to fall off, nobody has yet found it — or returned to tell anybody about finding it.

Pelinore is ready for what you want to make of it. Mini-modules, Brief Encounters, single buildings within a city/town/village, and articles — on running a wizard's guild, court etiquette, castle building, histories of the world, (to name but a few!) — can all have an overall context to make life much easier for the poor overworked DM, with better games for all as a result. If the particular place you need for your module or whatever doesn't exist on the world as currently mapped, send it in anyway — the framework of the world is going to be as flexible as possible. Pelinore is going to grow and develop over the years — and achieve much more 'solidity' as a result.

PELINORE

*The IMAGINE magazine
Campaign World*



As far as rules systems are concerned, the world of Pelinore will be based solidly on the **AD&D** and **D&D** games. The two games share many concepts and ideas — so Pelinore is, for the most part, an AD&D/D&D game 'generic' world, at least when rules become involved. These two games also represent the standard system with which most players and DMs are familiar.

This doesn't mean that we are ruling out any other systems — such as **RuneQuest** or the **DRAGONQUEST®** game. To aid the process of creating a world that will fit as many RPG systems as possible, **IMAGINE** magazine will be publishing a

short series of articles on translating characters from one system to another. Look for the first part of this in issue 18.

And what of Pelinore itself, its customs, cities and peoples? Here are a few ideas to start things moving....

Around The World In 80 Lines

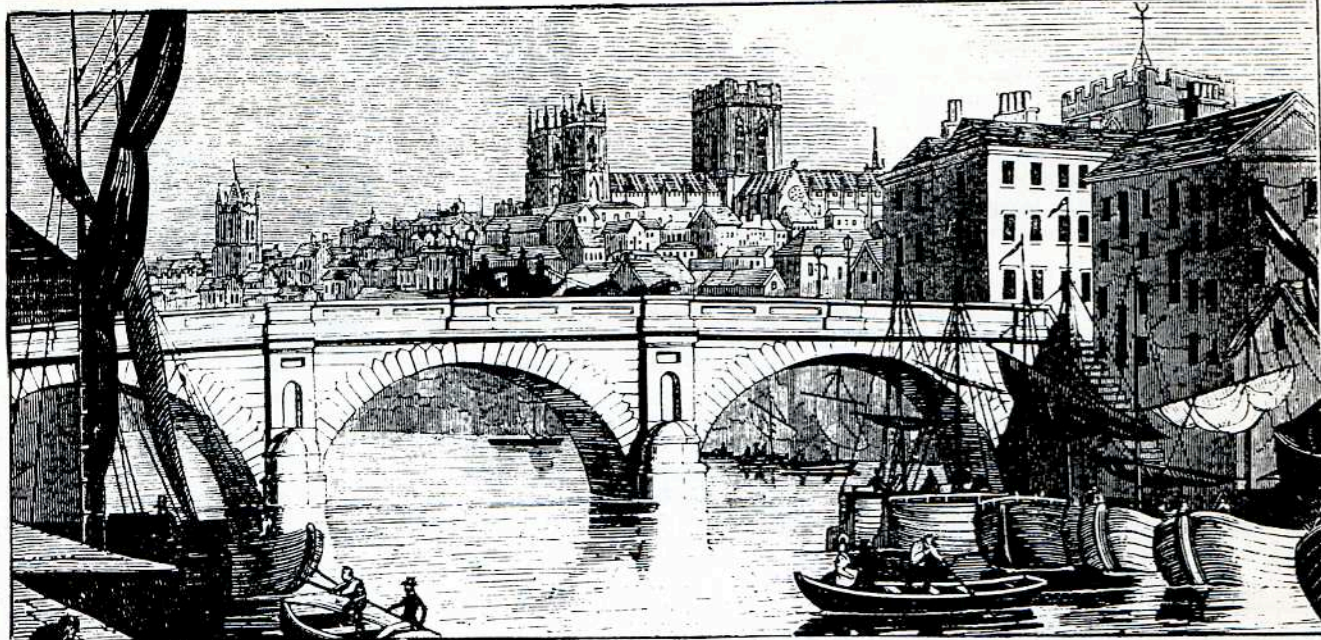
The world of Pelinore is flat — everyone knows that — and its centre is at Worldheart. Now, you'll hear plenty of different opinions among sages about just what Worldheart is, but as no-one has travelled to the edges of the world and returned, so has nobody penetrated the mysteries of what lies at Worldheart. Rumour has it that a plain of grey land stretches from the edge of the world as far as the eye can see, that ships have sailed off the edge into nothingness, even that the world is round!...

The civilised lands of Pelinore include the Theocratic Principalities, ruled with a rod of iron by the Council of Truth, the islands of the Splintered Lands with their myriad cultures, not all of which are 'human' by any means and the Tradecities of Xir, eternally squabbling with each other. Many places you will know of already; like Borth, that little port with the beacon (*from IMAGINE #1*), or once-proud Varit, destroyed in the war between two noble houses (*#3*). But these are just the beginning....

Pelinore — a Reader's Guide

All of these places — and many more — will be explored in the years to come, creating solid background campaign material for DMs to draw upon.

So how will Pelinore 'work'? We want it to do at least two jobs, and possibly a lot more as it develops. The first of these is the simplest — a section at the start of many modules will give the DM the location on Pelinore where the module is set, or in the case of Brief Encounters a suitable range of locations. It could also include some more general material related to Pelinore as a whole. Gradually this information will build up into a world setting. This will be advisory only, a DM will still be able to use any of the modules in his or her campaign (as happens now), but the overall result will be a campaign background for DMs to use as they wish, with as many of the magazine scenarios included as suits each group's needs.



Secondly, Pelinore gives us the opportunity to publish useful material that we haven't been able to use before, pieces that are too short, for example. We have always managed to avoid the trap of publishing endless lists of new monsters, magic items and spells without any form of context. We still won't produce lists, but with Pelinore to set things in there are all kinds of possibilities.

Take a city or town for instance. Sooner or later, the players want to come up out of the dungeon, or in from the wilderness and have their characters wander around a city of some sort. Yet DMs often have neither the time nor inclination to create a city — after all, it's a LOT of work. But all is not lost. One of the first Pelinorean 'DM aids' is going to detail a city building or two, the non-player characters who live there and occasionally a brief plot outline for an adventure that could involve a party. DMs will get, in the space of three or four issues, the basis of a thriving town/city for adventurers to explore when they are not down a dungeon.

All the buildings will relate to one overall city plan, but the city is going to be big — very big. Without straining the bounds of credibility, we want there to be enough room to allow lots of variety in the city, its inhabitants and, above all, culture — an 'Arab' quarter, or a merchants' quarter or as many others as you can think up.

The buildings in the first article (*to appear next issue*) are based around a small market square just inside the city's western gate. We have tried to provide all the facilities that a weary, battle-scarred group of hardy adventurers would need for rest and recuperation after a hard day's adventuring. Included are an inn, an armourer's, an apothecary, a farrier's, a small shrine or temple, a drinking house and a weaponsmith's. That starts things off nicely, but in time we hope to add much more: houses, villas, hovels, markets, pubs, taverns, bowyers, fletch-

ers, theatres, slavers, boatmen, horse-traders, moneychangers, moneylenders, butchers, bakers, candlestickmakers, wheelrights, builders, sages, shipwrights, all kinds of craftsmen, map-makers, scribes, libraries, a city watch station (or two), prisons, a thieves' guildhouse, a gambling den, a wizard's (very traditional) tower or ten, halls, courts, temples, shrines, amphitheatres, race-tracks.....

You'll find more information about the city — in broad terms — in the section overleaf called 'The City League'.

On the larger scale Pelinore is at a similar stage of development. A good part of the map that exists (in very rough form) still has signs reading 'Here Be Dragons!' all over it. Beyond the edges of that map little else exists in solid, mapped form. Some places, people and happenings have been 'placed' — the City League, the seaport of Borth and the Beacon at Enon Tor, the Order of the Black Rose (#11), Rosebury (#6). These exist on Pelinore as it now stands, but beyond them....

The first major definitions of parts of Pelinore are going to appear over the next few issues of IMAGINE magazine and in an IMAGINE magazine special edition (due to be published sometime before Christmas). This will collect some of the earlier modules together, and present even more of the background of Pelinore, including a map of the immediate region beyond the City League. But although large parts of the world of Pelinore are not fully defined, some guidance can already be offered about what could be 'beyond the horizon', through the offices of a Pelinorean institution which is the source of much wisdom — and occasional falsehood — about the world. This is the institution that holds the knowledge of Pelinore in its keeping; the Order of Heralds. Overleaf, you will find your first glimpse of this ancient and mysterious profession.

Pelinore — a Writer's Guide

One thing quickly becomes clear when you start designing a world; there's a lot of work! That's where you, the IMAGINE magazine reader, comes in. If you feel you could add something to this project, then send it in — as you already do with ordinary submissions — and we'll look it over. We're sure many of you will have plenty of ideas of your own, but for now, try thinking along the following lines:

1. Pelinore — a land of adventure. We are always on the look-out for good scenarios, and with Pelinore around we will need even more! Those adventurers who have already triumphed in Borth or Rosebury or Braeme (#11) need more adventures to go on — adventures which link together to extend the world of Pelinore. Your adventure could take place in one of the places we have already described, or just over the horizon, extending the scope of the original module. For example, what has driven the creatures out of the wilderness to the south of Braeme in **Black Roses**?

2. The City League — virtually a world within a world. All of that, of course, means detailed descriptions for DMs to help them run the city in their campaigns. If you don't want to write a complete module, then how about a single building? The list given on this page shows you some of the possibilities, but we can only scratch the surface. The more writers who contribute, the more 'alive' the City League will be.

3. The Guilds — Pelinore's major institutions need properly defining. All sorts of Guilds, for anybody from Wizards and Thieves to Butchers, Bakers and Candlestickmakers, could provide employment for brave adventurers — or powerful opposition to such freebooters. It's up to you!

The Order of Heralds.

The Honourable Order of Heralds is an organisation whose origins are obscure — and as the chief archivists of 'civilised' Pelinore, the Heralds have had plenty of opportunity to 'lose' any documentary evidence as to their origins and true status. One thing is clear — the Heralds are now vital to the running of Pelinore, whether in times of peace or war.

The Heralds own histories claim that they were founded in 'the Halls of Worldheart', and that they spread from there at the decree of a great ruler named Prias. Originally, they dealt with such matters as the organisation of tournaments, private wars and lineage of noble families. They still deal with the record keeping aspects of warfare — listing casualties and arranging the ransom for captured nobles (some sources claim they take a 25% commission for this service). Over the years since their foundation, the Order has gradually 'acquired' a number of additional tasks and duties, although who — if anyone — ever gave them the authority to do so has never been determined. The Heralds themselves never allow the question to be debated....

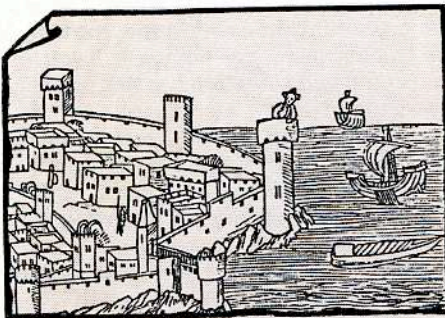
The Order of Heralds is now the most widespread organisation on all of Pelinore. There are few cities, towns, duchies or any other governing bodies that do not have a Herald somewhere in attendance. They oversee business transactions, writing the formalised contracts between merchants, and occasionally providing letters of credit. They count heads, windows, sheep or whatever needs taxing for governments. They draw up the charters for guilds — when instructed to do so. They write treaties of unbreakable friendship between nations — and count the dead when war breaks out. The passionate (and illiterate) commission them to compose missives of undying love. They collect, collate and sell documents, maps, rumours, news, truths and half-truths from the far corners of Pelinore.

Despite — or because of — all these duties the Heralds have always maintained a careful neutrality in all political affairs. They are universally respected as absolutely neutral arbiters, and protected by the force of law in all civilised areas — where, after all, they drafted the laws in the first place.



From Worldheart to the Splintered Lands, the Theocratic Principalities and the Tradecities of Xir, Heralds are about their business... and other people's business.

It is the Order of Heralds that will act as the 'glue' that holds Pelinore together. From their extensive libraries of historical documents will come the maps and details of Pelinore, the detailed background to many of the adventures that will appear in IMAGINE magazine over the coming years.



When a major trading route crosses another, merchants soon gather. When one of those routes is a river then villages and eventually towns swiftly grow. Such a town grew here. From early times the merchants formed guilds and sects and appointed a Clerk-at-Arms to organise their well being and protection. The Clerk, and after him his son and then his son's son, performed his duties excellently and caused the town to prosper and grow into a city.

Time passed.

The city thrived in amazing fashion. Subsidiary towns were formed on the city's borders; villages appeared near those towns. Trade and industry flourished, turning what was once just one city into a group of cities cooperating and trading under the eye of the Clerk and his increasing bureaucracy. This vast edifice is now a full league and more across. And as the city grew so the post of Clerk grew with it. The Clerk became the hereditary ruler of this League of Cities, named after both its nature and its size. He also acquired a new name — unable to cope with his (by now) lengthy title, the people

The City League

*The cloud-capped towers, the gorgeous palaces,
The solemn temples, the great globe itself,
Yea, all which it inherit, shall dissolve
And, like this insubstantial pageant faded,
Leave not a rack behind.
The Tempest (Act IV, scene I)*

referred to him simply as 'The Katar'. The Katars accumulated fantastic wealth and built themselves 'The Punctilio' — a stupendous palace in which courtliness and etiquette became the norm.

Outside, the League also grew. Its byzantine bureaucracy was unable to prevent trade from flourishing in relative calm and security, so attracting merchants of all races and beliefs. Today the League of Cities is a unique pot-pourri of cultures and styles. Cities and subcities jostle cheek-by-jowl with each other; the whole being lorded over by the grandly titled Knight Puissant, Clerk-at-Arms, First Servant of the City League, his vizier and his court. Order is kept by the ubiquitous Knights Ocular, who watch and report and punish on behalf of the bureaucracy — a bureaucracy where anything can happen, given time.



What of names? No single name could stand the strain of being stretched over the unimaginable size of the place. Within the League lie Punctilio, the courtly centre; The Hill, a community that grew around Punctilio; the Capitol, seat of the largest library in this part of the world; the Temple of Ten Thousand Ravens, where the Redemptors administer city justice; Docklands, a bustling riverside community; The Borough, thick with streets of commerce; the New City, now centuries old, with wide avenues choked with the detritus of periodic riot; and the streets of the Communities, the southern reaches peopled from far and wide.

Names? The inhabitants call it t'League.

Felix Pursuivant,
First Assistant to the Junior Herald

Next Issue:

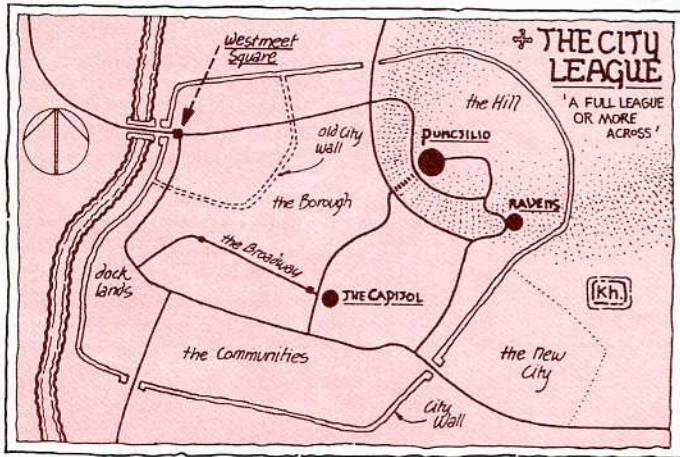
Just within one of the great city gates lies the Square of Westmeet; a welcome haven for the returning adventurer, a source of rumours, a place to recover from injury and to get rid of those burdensome coins.... Full details on buildings, NPCs and links to forthcoming parts of the city, ready for you to cut out and store in a ring-binder for instant recall, with stats for both the D&D and AD&D games, and a quick reference system for that happy time in the future when we've published so much of the city that even we've got lost....

PELINORE

THE CITY LEAGUE

This month, we would like to begin introducing you to the vast hive of humanity — and more than humanity — who live in the City League, home base for the **IMAGINE** magazine campaign world. While not every DM will wish to use The City as the base for his campaign, we hope that this feature will still be useful to everyone; since if you aren't interested in 'T'League', then you can always just introduce the characters and buildings you will find on these pages and in succeeding months into your own campaign.

With your help and bit-by-bit we will build up a picture of this teeming city and the characters within. But to start with, we had better introduce some of the concepts and ideas that will hold it all together.



MAJOR NPCs

Whenever NPCs are introduced, they will be described in a standard format. While all the stats will be for the **D&D**® and **AD&D**® games, the general information about each character will allow referees of other systems to quickly extrapolate whatever they need. The characters will be presented as follows:

Wherever alternative stats for a particular category are shown with a slash (eg, hp 8/11), the **D&D** stats are shown before **AD&D** stats.

- Line 1: Identifying Number; Name; Class & Level; Alignment; hp;
- Line 2: Weapon
- Line 3: Race (immediately below number)
- Lines 4-10: Ability Stats in the form 'S 18', etc
- Lines 4-10: Indented from the stats — details of character

- appearance
- occupation
- characterizations
- contacts

Additional information about characters will also be found in the general description of their 'haunt'.

MINOR NPCs

Less important NPCs will be described merely with their name and a few descriptive sentences. All are **NM/FO** hp4 unless otherwise defined. It is of course, possible that an otherwise unimportant NPC gains undue attention in a game, in which case the DM should add whatever stats are required.

ABBREVIATIONS

The following abbreviations will be used in the NPC stats, in addition to the normal:

- For the **AD&D** game: **A**ssassin; **A**crobat; **B**arbarian; **B**ard; **C**leric; **C**avalier; **D**ruid; **F**ighter; **F**reeman; **I**llusionist; **M**onk; **M**agic User; **P**aladin; **R**anger; **T**hief.
- For the **D&D** game (where different): **A**venger; **D**warf; **E**lf; ½ling; **K**night; **N**ormal Man.
- Races (where not covered by the above): ½Elf; **G**nome; **H**uman; ½**O**rc.

SPELLBOOKS

Spellbooks show level, followed in brackets by the spell as numbered in the rule book, with an asterisk if it is currently memorised; eg 1(2,3*) means that the MU has the first level spells numbered 2 and 3, in her spell book and that number 3 is currently memorised. Full spell memory will not normally be allocated, to allow the DM flexibility.

The FREEMAN or FREEWOMAN

A new NPC character class for use in towns and cities
Cities are not just populated by a mixture of exotic adventurers and thousands of zero level fighters (**NM/FO**). There will be many representatives of the adventurous classes, and there will also be the social also-rans, the low-lives, but a great many of the people will be Freeman and Freewomen, representing merchants, business people, functionaries, clerks, bankers and many other mundane trades. In order to allow these people a little more depth in this campaign, we suggest that DMs make use of the Freeman character class hereafter detailed. Note that this is not intended to be a class available to player-characters, and after a quick look, very few of your players will be that keen anyway!

Character abilities

The abilities are as normal and are rolled as normal. There is no reason why these people should be any less or any more able than the average adventurer. In certain circumstances, the DM should reduce some ability scores to allow for the less-than-strenuous training that non-adventurers may have had.

Bonuses due to character abilities

- Strength: No attack/damage bonus, others normal
- Intelligence: Normal language bonuses
- Wisdom: Normal Saving Throw bonuses
- Dexterity: No missile bonuses, others normal
- Constitution: Ordinary (non-fighter) hit point bonuses
- Charisma: Normal

Character class details

- Hit die type: d6
- Max no hit dice: 9 (+1hp for each level above 9)
- Spell ability: nil
- Level limit: none
- Armour: any, but rarely worn
- Shield: possible
- Weapons: any, but only ever proficient in one (-5 non-proficiency penalty)
- Combat table: use magic-users combat results table
- Oil? yes
- Poison? yes
- Racial restrictions: none

The level of a Freeman or Freewoman is not determined by experience points but by a combination of their wealth, age and influence. At 10th level Freeman and Freewomen become members of the nobility. Thus a simple bureaucratic flunkey would be Fr1, a wealthy trader Fr5, a courtier Fr8 and so on. They may use any magical item that can be used by a fighter or a thief. Freeman and Freewomen save as fighters of the same level.

New Weapons for use by Freeman and Freewomen Or, who needs to carry a lump of steel around all day?

Weapon	Weight	Damage	Length	Speed	Adjustments
Sword stick	20	1-6/1-8	3'	3	as dagger
Staff-mace	60	2-7/2-8	6'	8	as mace (foot)
Knobbed stick	30	1-6/1-3	3'	4	as club

Note: in the **D&D** game the staff-mace does 1-6 damage

A sword stick is a walking stick that holds a thin, rapier-like weapon. A staff-mace is like a quarter-staff with a heavy, ornate head that is both decorative for public appearances and dangerous. A knobbed stick is like a short staff-mace — a walking stick whose handle is strengthened and weighted to act like a club when required.

PELINORE

WESTMEET SQUARE

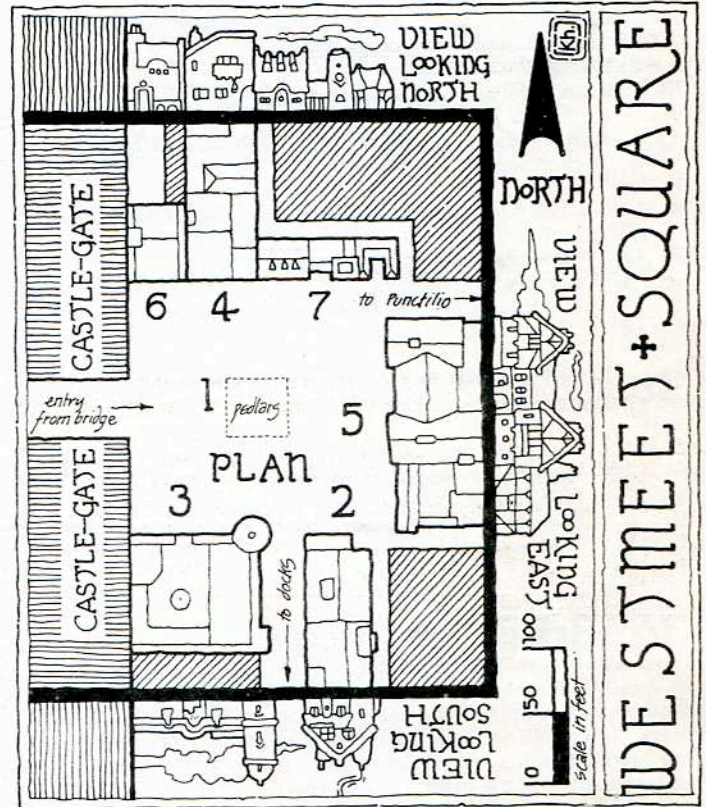
1a Androgenes Metz; T7/T7; N/CN; hp 22/28; AC 5/5; Dagger and Sling

- H/½O
S 12 *Filthy, smelly leathers, unnecessary eye-patch*
I 12 *Sells matches/hankies/gewgaws at street corners seeking victims*
W 7 *Dishonest(!), shifty, answers to nickname 'Phew'*
D 17 *Knows members of the local thieves' guild and probably an assassin or two*
C 8
Ch 6

1b Nila 'Flossy' Jostle; T2/A2; C/CE; hp 5/8; AC 4/4; Poisoned hatpin (1 point of damage plus poison)

- H/½E
S 7 *Cheap silks over leather shirt*
I 6 *Floozy, waits for custom in Square*
W 8 *Flirtatious, dangerous, greedy, keen on blackmail*
D 18 *Knows Phew (1a), and six or seven minor officials*
C 13
Ch 15

1c The Pedlars are one of the many itinerant groups of traders who travel from square to square setting up their stalls. This particular group is typically nomadic, and although they will blow hot and cold during the cut-throat bargaining they love, they are all true neutrals. Interestingly, these four humans are albino brothers. From their stalls, adventurers may buy all normal, everyday items (like food, clothing and oil). The shops around the square must be approached for their specifics, however, since there is an unwritten City League law that forbids street sellers peddling the same wares as a shop within sight of it. Rumour has it that most pedlars are controlled by the Uncle — a mysterious figure whom everyone has heard of, but no-one admits having met. Such control would be worth a fortune to any who had it, and it is probable that it is the cause of periodic fierce, secret wars.



2 The APOTHECARY

Mylitis Ep-Stine is an old gnome who has run this apothecary for longer than most locals remember. In it can be bought the usual chemicals (including incense), as well as most of the components magic users need to cast their spells; unfortunately Mylitis does tend to overcharge for things, but then, he 'has to make a living, doesn't he?' Depending on the kind of campaign being run he may also prepare and sell potions. As he supplies the local MU school (9) with many of their needs they oblige him by making sure his bodyguard, Grimmix, is kept charmed to his service. Mylitis is assisted by two unexceptional apprentices.

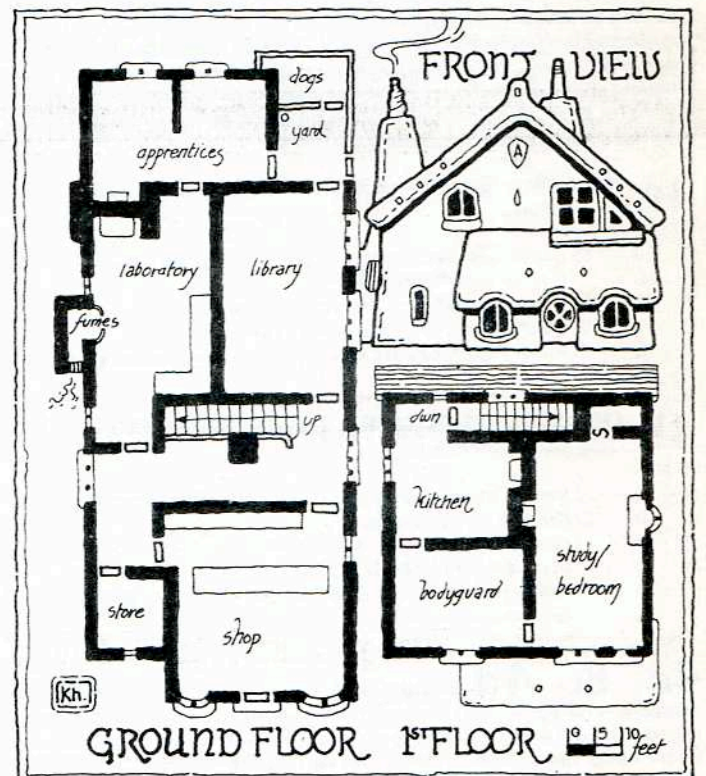
2a Mylitis Ep-Stine; Fr3/Fr3; N/N; hp 8/11; AC 9/10; No weapon (bodyguard)

- G/G
S 6 *Grey and brown robes, black and silver skull cap*
I 16 *Apothecary*
W 12 *Avaricious, cunning, suave, old gnome*
D 4 *Knows local traders and very friendly with inhabitants of the local MU school*
C 9
Ch 12

2b Grimmix; F6/F6; C/CE; hp 40/50; AC 5/5; Club

- ½Ogre/½Ogre
S 17 *Animal skins*
I 3 *Bodyguard charmed into service of Mylitis Ep-Stine (2a)*
W 5 *Stupid, brave, sly*
D 10 *Don't know nuffink nor nobody and nobody loves him...*
C 12
Ch 4

2c & 2d Lance and Beaubritches are 2 apprentices to Mylitis — male human youths who know the local serving classes



3 The TRAVELLERS' SHRINE

The City League is nothing if not an opportunity to make some cash and so the clerics of the town have agreed to establish this multi-denominational shrine just inside the gates. Visitors may enter the shrine, pray in one of the private booths and receive holy water or a **cure light wounds** spell from the resident cleric, assuming he or she is 'in'. Three fighters act as attendants, collect the money and show visitors to vacant booths (and clear up afterwards) or to the screen from where beneficence is dispensed. If any visitor behaves badly or aggressively one of the attendants simply rings the bell, and as the garrison is right next door....

Suggested costs are: Entry and private praying booth 5gp/turn
Cure Light Wounds 125 gp per spell
 Holy Water 30 gp per vial
 No other clerical items are available.

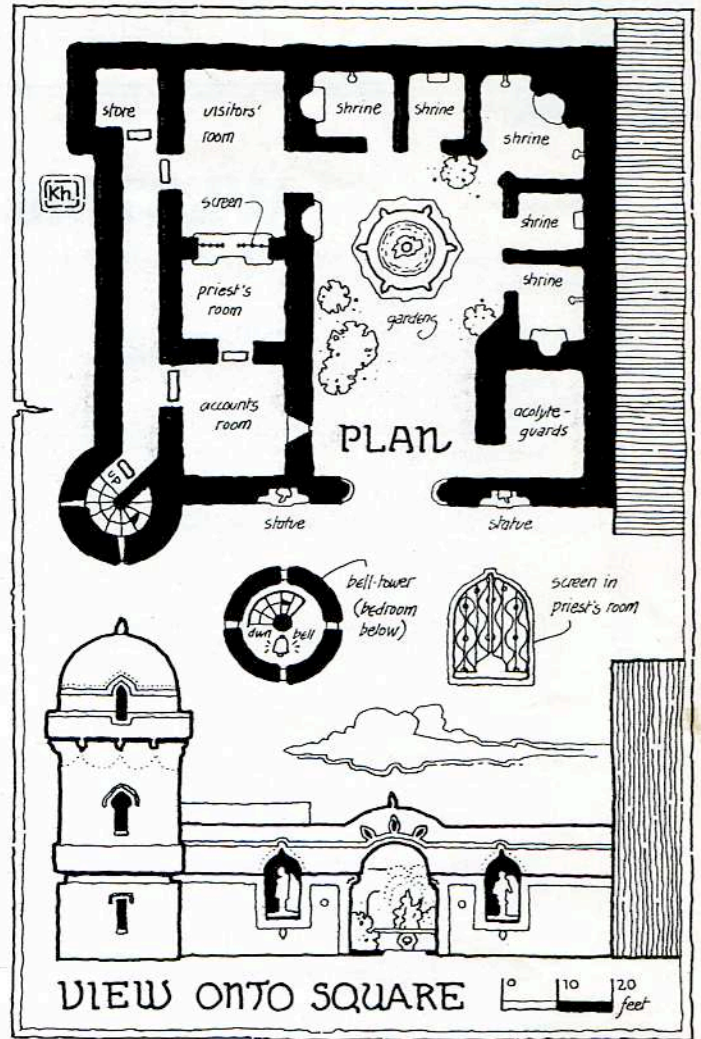
3a Amandaia Lamancha; C5/C5; N/N; hp 20/28; AC 7/7; Mace in room

- H/H
 S 14 Rich maroon linen robes, boots, **ring of protection +3**
 I 9 Representative cleric at traveller's shrine
 W 14 Kindly but uncommunicative, distant
 D 8 Knows the whereabouts of most temples in Docklands and Borough, does not know any bureaucrats or merchants
 C 14
 Ch 12

3b Link Pinthrop; Fr3/Fr3; N/NE; hp 10/12; AC 8/8; Short Sword

- H/H
 S 14 Leather uniform and seal of office on a thumb ring
 I 13 Official money collector for clerical group
 W 9 Officious, snide, overcharges
 D 8 Is familiar with local byelaws, knows several other petty functionaries
 C 13
 Ch 9

3c, 3d & 3e Portia, Bold Mary and Invidia are the three acolyte-guards. Each is F2/F2 with hp 10/14. They say they know no-one locally, keeping their own company and occasionally visiting their families living somewhere in Docklands. They wear severe short, black, tunics with small, jet adornments and thonged sandals. Invidia is the Scards' daughter (see **Black Pig, 4**) but she ignores them. Bold Mary is the daughter of the nearby miller (10)



4 The BLACK PIG PUBLIC HOUSE

An old scruffy local. The place has a well deserved reputation for good beer and good food served at sensible prices (unlike, some say, the **Ford Inn, 5**) and is therefore usually packed. Run efficiently by the landlord, despite his, now famous, imaginary tales of valour. There is very limited sleeping space on the floor after everyone has gone home. At the rear is a general purpose building that can be used at the DM's discretion. Recommended prices: everything just below the norm.

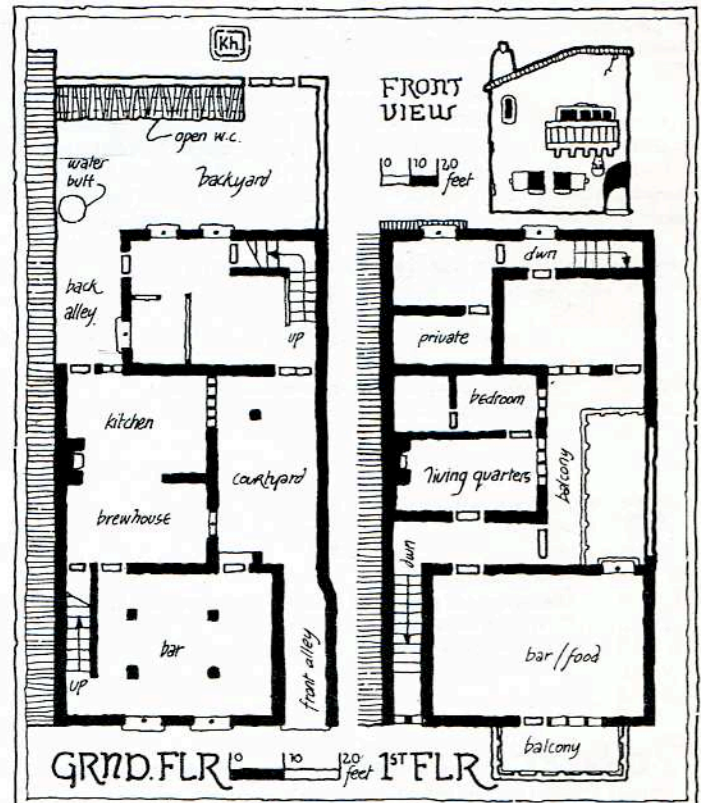
4a Hurnakar Scard; Fr2/Fr2; N/LN; hp 6/9; AC 3/3; No weapon

- H/H
 S 16 Gleaming breastplate over olive green tunic, brown trousers tied at the knee
 I 10 Brewer, publican and professional coward
 W 11 Cocky, plausible, charming, craven braggart.
 D 11 Knows everyone local, but no-one well, resents Race (5a)
 C 15
 Ch 16

4b Dinah Scard; F3/F3; N/LN; hp 16/20; AC 9/10; Long sword in kitchen

- H/H
 S 15 Yellow dress, brown cloak with crimson embroidery
 I 15 Brewer and publican
 W 8 Quiet, industrious, supportive, pines for her daughter Invidia who works at the Shrine (3)
 D 8 Knows the kitchen staff of the Ford Inn, confidante of Goldmeadow (5b)
 C 11
 Ch 6

4c & 4d Bedurn and Beruth are the Scards' two disappointing sons. They help, listlessly, in the pub, being constantly urged to go adventuring like their father. But both Dinah and Hurnakar know it was Dinah's adventures that earned the money to buy the pub. Beruth knows more than he tells of Angovidintrix Blister(51)



6 The ARMOURERS

There is no love lost between the dwarven armorer, Gert, and her near neighbours, the elven weaponsmiths (7). The resident armorer had never been over-fond of the weaponsmiths, but since Gert took up residence the lack of warmth soon became hatred: she despises them. Good sense and a restraining partner mean that she restricts her violent assaults to the verbal kind, much to the amusement of the other occupants of the square. Nevertheless, she is one of the finest armourers in Docklands, and with Thokrin the jeweller produces articles of enviable quality (and price!). Whilst Gert and Thokrin lavish their skill and passion on the sumptuous items, their apprentices get on with the business of providing reliable armour for adventurers. A mundane activity which, if the truth were known, actually provides the real income of the business.

6a Gert Rusty; Dw6/F6; N/NG; hp 36/40; AC1/1; Battleaxe

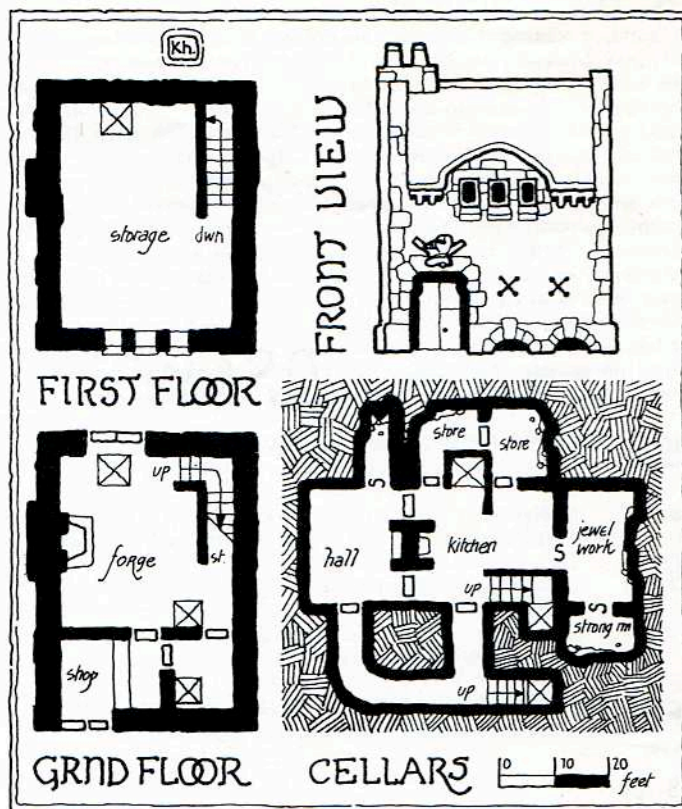
- Dw/Dw
S 17 Immaculate, **breastplate** +2 over leather shirt and treads
I 9 Armourer
W 12 Hot-blooded, honest, single-minded
D 11 Knows and known by local dwarves, loves Burbury Flataxe
C 13 (5d) - and makes no secret of it - and therefore hates elves all the more.
Ch 10

6b Thokrin Silver-Eye; Dw7/F7; N/NG; hp 40/46; AC 6/8; No weapon

- Dw/Dw
S 14 Shining, intricately adorned, leathers over scarlet shirt, silver eye shield hides empty socket
I 15 Jeweller
W 15 Fussy, easily upset, lisps
D 13 Knows and known by local dwarves, also knows one or two minor bureaucrats
C 12
Ch 15

6c Kon Underrock is the Dw5/F5 hp 20/20 shopkeeper who deals with ordinary customers. He also acts as cook and housekeeper. A friendly, stupid chap.

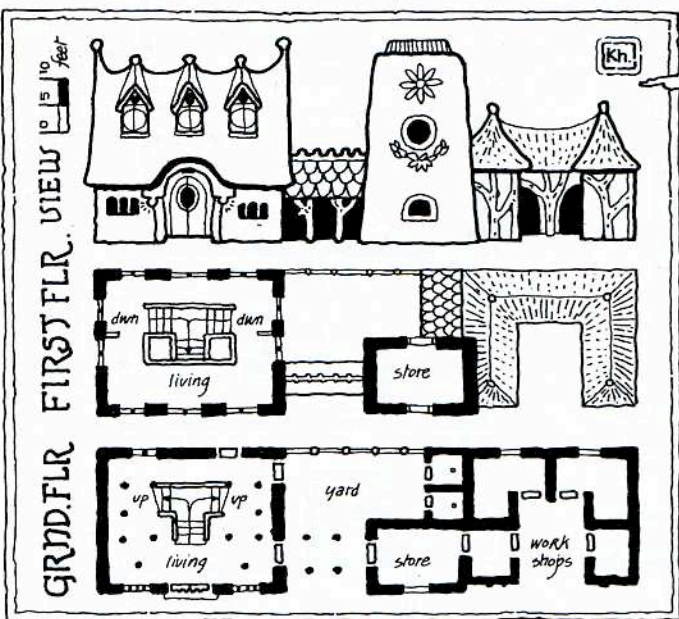
6d, 6e, 6f, 6g & 6h Gert has 5 apprentices — 3 dwarves (Tolly Kobold-Killer, Baggy Blunose and Biffer) and 2 gnomes (Kiril the Hungry and Paternoster Abstentangree).



6i, 6j & 6k Thokrin has 3 apprentices — 2 dwarves (Wampateak Imp and Mok Incer) and 1 gnome (Pinter Abstentangree).

It is by sheer coincidence that two of the gnomes are called Abstentangree as they are entirely unrelated. These youngsters work hard and get their fun chucking bricks through the windows of the local merchants.

7 The WEAPON DESIGNERS' WORKSHOP



7a Wetherlam; E2/F2-MU2; L/LG; hp 8/8 AC 7/8; Longsword

- E/E
S 12 Green robes
I 13 Swordsmitth
W 11 Aloof, cool, uncommunicative
D 16 Knows no-one other than his colleagues
C 12
Ch 12

Over the generations (and for an elf, a generation is a long time!) this group of weapon-makers have become renowned for their standardized weapon design. Almost completely lacking in flair, they produce straight-forward, reliable weapons at a sensible price; just don't ask for extras, that's all. The group is entirely male, and has been so since records were first kept. Periodically, as if answering some unheard call, a young male elf will arrive at the shop to work his apprenticeship, and an older elf will move on to new adventures. Currently five elves live and work in the workshop.

7b Blencathra; E2/F2-MU2; L/LG; hp 8/8; AC 7/7; Longbow

- E/E
S 9 Green robes
I 13 Bowyer
W 8 Aloof, chats endlessly about bows if pressed
D 17 Knows no-one other than his colleagues
C 12
Ch 9

7c Skiddaw; E2/F2-MU2; L/LG; hp 9/9; AC 8/9; Longbow

- E/E
S 14 Yellow robes
I 12 Fletcher
W 14 Initially aloof, friendly, humorous, cheeky
D 15 Knows no-one other than his colleagues
C 8
Ch 8

7d & 7e Lingmell and Grasmoor are the two apprentices, the first performing basic blacksmithing and the second leatherwork and carving. They, too, know no-one other than their colleagues.

PELINORE

THE WYND

9 The MAGIC USERS' SCHOOL

This Magic Users' school is the ironic result of the ambition of four men, brought to fruition by the bitter disappointment of one. Malachite Burwright (9a), Fiorrantanis (9b), Dispor the True (9c) and Porsena Mays (9d) were friends at a huge magical academy within the City who wanted to set up on their own. Tragedy struck when Malachite lost his right arm in an accident, ending his career. The tragedy was allayed when he inherited a swampy piece of land behind his family's Mill (10) on which he built a tower for his friends to use. The local people look on the school with much awe and pride. Since it brings much wealth into the district, anyone harming the place would bring the whole neighbourhood down around their ears. When dealing with MUs and Illusionists who want to learn new spells, the occupants always prefer to be paid in magical items and spells they do not have rather than money. No matter what system is used the price will be high. For example, spells will only be exchanged for higher level spells.

AD&D game: all cantrips, first and second level spells for MUs and Illusionists can be found here. Third to fifth level spells are restricted to those concerned with Alteration and Illusion/Phantasm due to the interests of the researchers. There are no spells above fifth level. These spells are not in spellbooks but are kept in scrolls, tomes and codices. D&D game: all first to fifth level spells are available, they are kept in the many works of reference in the building.

9a Malachite Burwright; Fr8/Fr8; N/NG; hp 25/34; AC 7/8; Staff

- H/H
 S 11 Heavy leather greatcoat over long grey shirt, boots, only one arm (left)
 I 18 Steward of the MU school
 W 14 At peace with himself after a long struggle, mild but firm
 D 11 Brother of Jasper Burwright (10a), brother-in-law of Fond Celine (11a), friendly with Mylites Ep-stine (2a), well known amongst local trades people
 C 15
 Ch 12

9b Fiorrantanis; MU10/MU11; L/LN; hp30/32; AC4/0; No weapon

- H/H
 S 9 White, silk shirt, crimson leggings strapped with leather, ring of protection +3, (in AD&D game only - bracers of defence AC5 in the form of a silver head band)
 I 18 Wizard
 W 12 Vain, haughty and distant, but wishes he wasn't
 C 9 Knows Jasper Burwright (10a), Fond Celine (11a); his twin brother, Deorantanis (50a), is a Redemptor at the Court of the Ten Thousand Ravens; his familiar, Wart (10j), is strategically placed in the nearby Mill (10)
 Ch 8

Spells memorised:

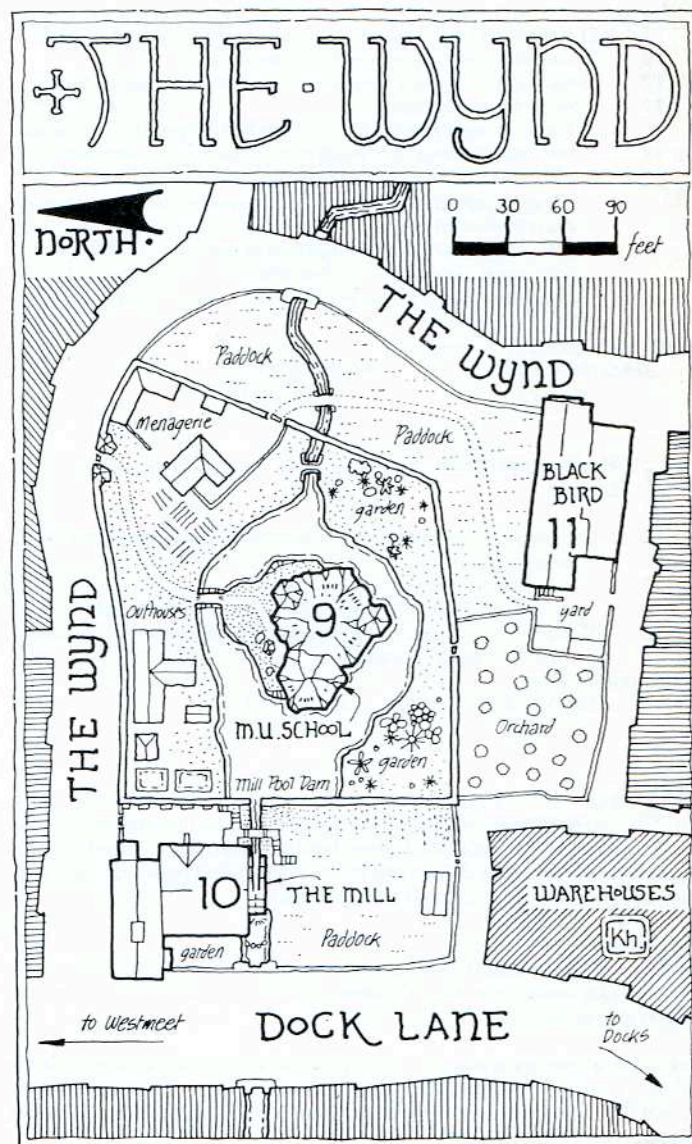
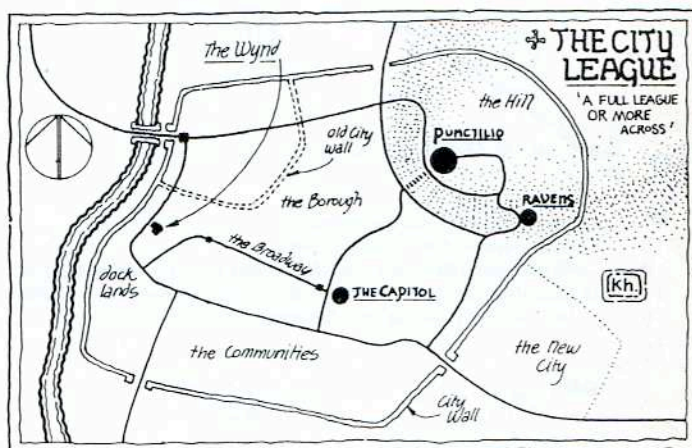
D&D 1 (2,6,7,9)	AD&D 1 (6,16,20,22)
2 (6,12,13)	2 (4,7,8)
3 (4,5,7)	3 (9,11,13)
4 (12)	4 (24)
5 (10)	5 (20)

9c Dispor the True; MU10/I10; N/NG; hp 27/27; AC 1/1; Dagger

- H/H
 S 10 Dark blue robes, blue suede boots, yellow cloak (displacer cloak/cloak of displacement), ring of protection +4
 I 18 Wizard/Illusionist
 W 13 Rational, intellectual, doesn't suffer fools at all
 D 17 Knows Jasper Burwright (10a), Fond Celine (11a), many local beggars who she secretly meets and supports
 C 10
 Ch 11

Spells memorised:

D&D (MU) 1 (5,6,9,12)	AD&D (I) 1 (1,2,3,11,12)
2 (5,9,10)	2 (2,7,12)
3 (3,7,8)	3 (5,6,11)
4 (5)	4 (6)
5 (9)	5 (3)



9d Porsena Mays; MU10/MU11; N/N; hp 23/24; AC 5/3;
No weapon

- H/H
S 7 Brown jerkin and treads, red slippers, long clay pipe, ring of protection +3, (in AD&D game only - bracers of defence AC6 in the form of leather wristlets)
I 18 Wizard
W 15 The image of a kindly uncle, but can be surprisingly nasty
D 14 Knows Jasper Burwright (10a), Fond Celine (11a), warm paternal friendship with Olivine (10c), popular for his tales in ale-houses throughout Docklands, spends most of his time growing competition vegetables (and cheating! -see spells); his familiar, 'BD' (11c), lives at the Black Bird (11)

Spells memorised:

D&D 1 (9)	AD&D 1 (22)
2 (-)	2 (-)
3 (-)	3 (-)
4 (4)	4 (17)
5 (-)	5 (-)

9e Safrine; MU4/MU4; L/LE; hp 16/12; AC 8/10;

- Dagger
H/H
S 10 Long, flowing, feminine gowns
I 18 Assistant to Fiorrantanis (9b)
W 9 Flirtatious, plausible, helpful, keeps her alignment secret
D 14 Daughter of Jasper (10a), considers her family beneath her, secretly writes to a member of an assassins guild
C 8
Ch 12

Spells memorised:

D&D 1 (1,9)	AD&D 1 (3,18,22)
2 (4,12)	2 (8,24)

9f Droga Orcsdottir; MU3/13; L/LN; hp 8/8; AC 7/7;
Dagger

- H/H
S 11 Delicately embroidered dresses in many lovely colours
I 18 Assistant to Dispor the True (9c)
W 12 Heroine-worships Dispor, inferiority complex, cleanliness fetish, brilliant
D 17 Taken in and reared by Ograffa the Mapmaker (20a) as her real parents (his neighbours) beat her, she keeps to herself spending her whole time at the school or at her adopted parent's house; she is convinced the tiny trace of orcish blood in her veins makes her foul and ugly which is why she washes continually and dresses so beautifully and feels inferior - in fact she's a brilliant pupil and charming companion even though she's a little homely. It's a sad case.

Spells memorised:

D&D (MU) 1 (9)	AD&D (I) 1 (2)
2 (-)	2 (-)

9g Rathe; MU3/MU3; L/LG; hp 13/13; AC 5/6;
Dagger

- H/WE
S 16 Long maroon cloak over colourful blouson and hose, ring of protection +2
I 18 Assistant to Porsena Mays (9d)
W 13 Shy, determined, dedicated, hard-working, trusty
D 16 Son to Race and Goldmeadow (5a&b) but rarely sees them, no other contacts
C 16
Ch 14

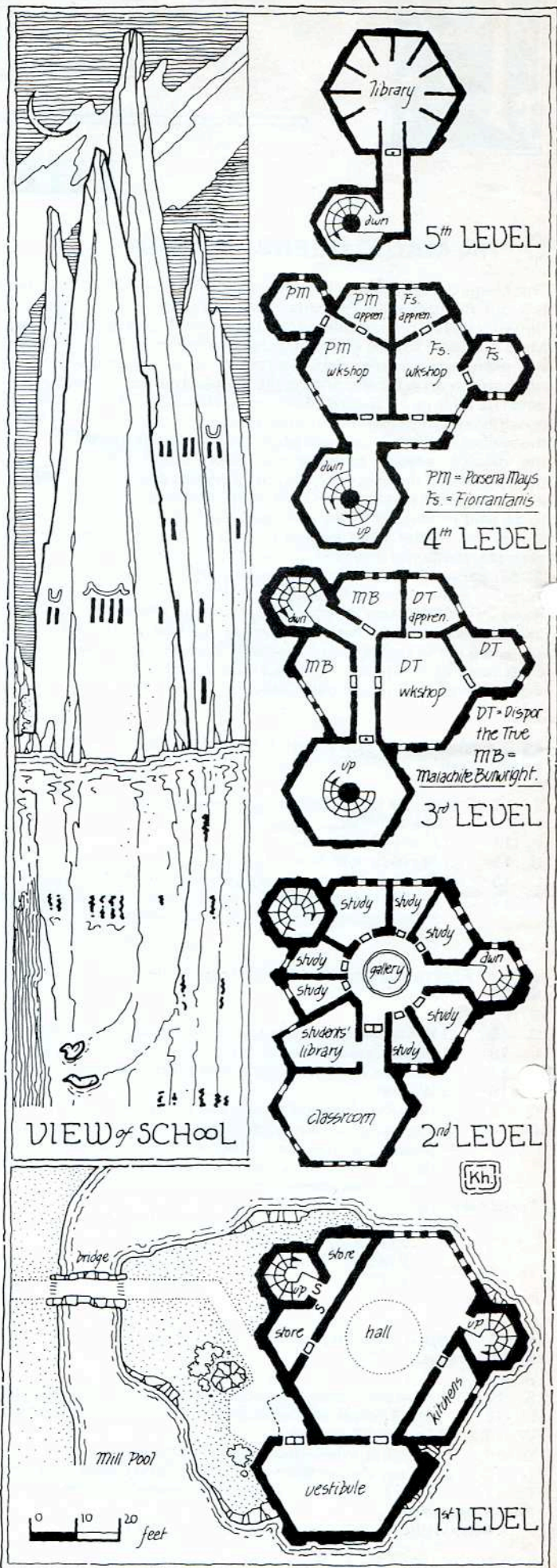
Spells memorised:

D&D 1 (9)	AD&D 1 (22)
2 (-)	2 (-)

9h Samuel Evening (Fr2/Fr2; hp 7/10; no weapon; H/H) is the establishment's cook. He failed to become an MU at the school but stayed on as cook. In an AD&D game Samuel will use cantrips to aid his culinary skills. He met Ja'n'it (9i) at the school and they married. He's very friendly with Manuel and Basil (11d&e).

9i Ja'n'it Evening (Fr2/Fr2; hp 6/9; no weapon; E/E) is the stock-woman who looks after all the livestock at the school. She met Samuel (9h) at the school and they married.

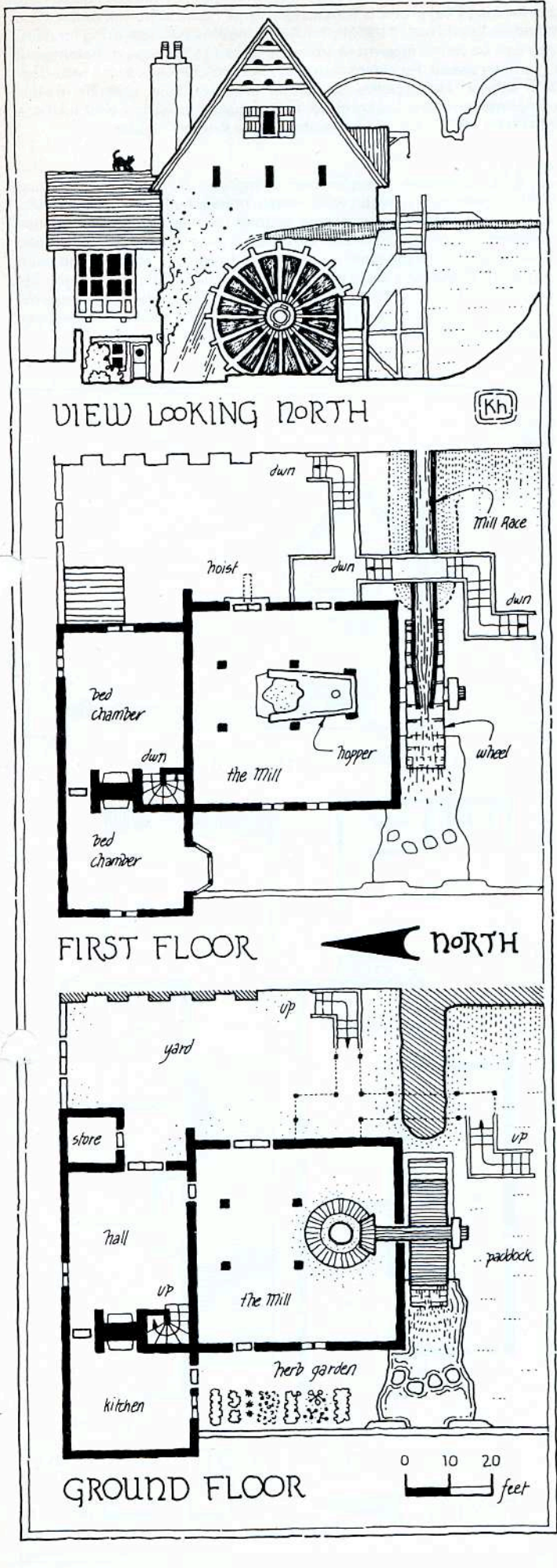
The general chores are performed by the 30 youngsters who attend the school, under the watchful eyes of Malachite (9a), Samuel (9h) and Ja'n'it (9i). Note that one of these is Thadric Burwright (11b). There are no dwarves at the school.





10 THE MILL

Once this Mill must have had a sylvan setting; even today some trees are visible in the grounds behind it. Yet now it is just another building along the main thoroughfare from Westmeet to the Docks. Apparently a mill like any other, a closer look will reveal that this is a building of some antiquity, and though oft repaired and rebuilt the new blends nearly perfectly with the old. As with the building so with the family who have owned and managed it for all these generations: the Burwrights. The present miller is Jasper Burwright, named, like his two brothers, after a magical gem in the hopes that he might 'improve himself' and become a magic-user. Stubbornly, he has stayed at the mill determined to pass his time-honoured skills and the family name onto his sons. Alas for Jasper that he has had seven daughters. He lives there now with his daughters, his wife, his mother and his wife's grandmother. No-one knows whether or not it is for the want of sons that the miller spends many hours in the local ale-house. Be that as it may, the daughters care not; they mill the finest flour this side of the Broadway and are busy making their fortunes.



10a Jasper Burwright; Fr5/Fr5; L/LG; hp 14/22; AC 9/10; Knobbed Stick

- H/H
 S 12 Big, heavy; wears grey shirt and trousers, tight fitting red cap
 I 13
 W 9 Miller (when Olivine (10c) lets him)
 D 10 Disillusioned, usually drunk and smelly
 C 8 Knows most of the local traders, is brother of Malachite (9a) and brother-in-law of Celine (11a), husband of Millipy (10b), father of Olivine (10c)
 Ch 12

10b Millipy Burwright; Fr2/Fr2; L/LG; hp 6/8; AC 9/10; No weapon

- H/H
 S 9 Big heavy; wears grey shirt and trousers, tight fitting red cap
 I 13
 W 9 Seamstress
 D 11 Phlegmatic, practical, tolerant
 C 8 Friendly with Celine (11a) and knows local traders, wife of Jasper (10a), estranged cousin of Framo (14j) - a thief
 Ch 7

10c Olivine Burwright; Fr3/Fr3 L/LG hp 10/16 AC 9/10 Fists

- H/H
 S 17 Huge (6' 4"), beefy; wears grey smock over blue trousers, clogs, towel around waist
 I 13
 W 10 Miller and proud of it
 D 12 Quiet spoken, occasionally violent and well respected
 C 10 Daughter to Millipy (10b) and Jasper (10a), a well known figure who works hard but socialises little, drinks at the Black Bird (11), where she is genuinely liked; she knows a surprising amount about the next door magic-user school because of her friendship with Porsenna Mays (9d).
 Ch 11

10d-g Olivine's sisters, in descending order, are called Safrine (9e), Maratar, Emanlia, Bold Mary (3d), Jasmina and Last Hope. All are Fr1/Fr1; hp4/6 except Safrine who is studying next door at the MU school (9), and Bold Mary who works at the Travellers' Shrine (3). Last Hope is not a nice name for a little girl, but Jasper had got desperate. In fact, she is the brightest of the bunch.

10h Pirea Burwright is Jasper's mother, she is still nagging him to become a magic user. Jasper's pretty fed-up of it.

10i Mara Goodfellow is Millipy's grandmother, a bright-eyed sharp-eared old woman who has a pretty shrewd knowledge of most things that are happening locally - the richest source of gossip for miles around. The DM might have her meet the party in many places, from the Ford Inn (5) to the Black Bird (11) to the Docks to the local street markets. Universally known as 'Jolly'.

10j Wart Burwright would not normally be considered here were it not for the fact that he is a very considerable cat. Named after the white spot on his nose (the rest of him being jet black) he is a well-known local personality, making free with the Mill and all the surrounding yards, lanes and buildings. Although the Burwrights would never breathe a word of it he is also Fiorrantanis' (9b) familiar.

11 THE BLACK BIRD aka FOND CELINE'S

An unremarkable ale-house, the Black Bird has strong connections with both the Mill (10) and the MU school (9). Peridot Burwright was the owner until he was murdered by a wandering adventurer (some say it was a thief, others a paladin but it was hard to judge from the little that was left by his brothers — Malachite (9a) and Jasper (10a)). The ale-house is now belongs to Peridot's widow — Celine Burwright. She's often referred to as Fond Celine as she never recovered from the shock and sometimes appears simple. Still, no-one in their right mind would risk causing trouble in her popular ale-shop as, even if her two helpers didn't see the miscreants off, the mass of her customers would. The surest way to become the most hated person in Docklands is to upset Fond Celine. Recommended prices: as normal for your campaign.

11a Celine Burwright; Fr4/Fr4; N/NG; hp 12/18; AC 9/10; No weapon

H/WE

- | | | |
|-------|--------------------------|--|
| S 8 | <input type="checkbox"/> | Very pretty; wears colourful skirts and blouses, laced sandals, shawl |
| I 9 | <input type="checkbox"/> | Owner of the Black Bird |
| W 10 | <input type="checkbox"/> | Gay, child-like, gullible, then suddenly morose |
| D 12 | <input type="checkbox"/> | Knows Malachite (9a) and Jasper Burwright (10a) - her brothers-in-law, friendly with Millipy (10b), wistfully friendly towards the sisters Burwright (3d, 9e, 10c-g) |
| C 10 | | |
| Ch 14 | | |

11b Thadric Burwright is Celine's son and he studies at the MU school where he is a day boy. He helps out in the Black Bird in the evenings; not the least part of that help is the fact that he knows how to improve the taste of the beer, thereby ensuring the pub's popularity (in the AD&D game this will be by means of a **flavour** cantrip).

11c B D Aye is a crow and is the familiar of Porsena Mays (9d). Known to the regulars as 'BD' he hops around the tap-room amusing the customers with his squawking and cocking his head on one side. Customers have been heard to remark: "You know, if I didn't know better, I'd swear he was actually listening...."

11d&e Manuel and Basil are the two devoted helpers. Both are F4/F4 hp 30/37 and have swords and clubs in the kitchen. They were drinking in the ale-house when Peridot — friend to both — lost his life. They took an oath on the spot to stay and protect his defenceless widow. Both of them are well-liked locally and they are particularly friendly with Samuel Evening (9h) the cook at the MU school.

11f 'Lord' Morvan deGlav is actually NM/FO although he purports to be Fr8/Fr8. He is a regular at the Black Bird and can be relied upon for tales from far and wide (always coloured to glorify himself). He actually has visited the Court of the Ten Thousand Ravens and entered the Punctilio, though what he really did there is anyone's guess. A useful source of information, even if some of it is unreliable.

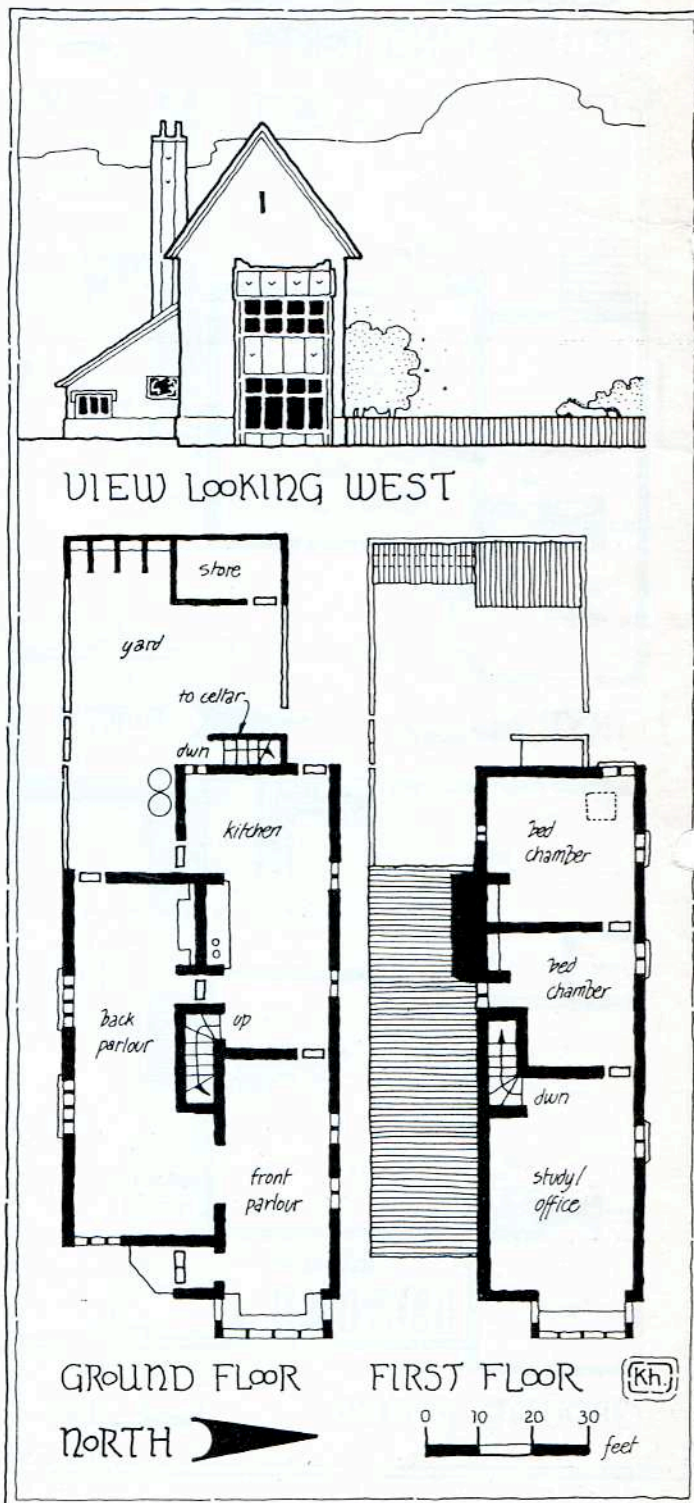
11g Stike Nobro Tchips is a halfling (1/3/Th3 hp 18/12) who makes the astonishing claim that he has "been to the other side of the world". He says he got there "through some very deep caves" (wink-wink). Naturally, no-one believes this ludicrous story as it is common knowledge that if anyone did go to other side of the world they would fall off. Stike can be relied upon for endless rumours and hair-raising tales.

11h Onne Parsite is an old woman who can be found in the Black Bird (11) most evenings. She is known locally as a fortune-teller; they call her 'Mother' to her face and 'Old Mother Fear' behind her back. Although she appears unkempt and ragged, she is Fr10/Fr10 hp25/35 and her real name (which she keeps absolutely secret, along with her past) is Lady Miralex Fantona Hepsibah Gaunt, Duchess of Faler, Avenger Errant of Ordiniiff, Bearer of the Pink Globe and Honour Par Sight-of-All. She has fallen far from grace and lives impoverished and forgotten in a mean cottage off the Wynd. Her fortune-telling powers are mostly imagined, but she has a sharp eye which allows her to make astonishingly accurate observations about those she speaks to. The DM can use her to frighten or warn the party, always taking care to enhance her air of mystery.

11i A very occasional visitor (2% of the time) is **Feyr Johannus**, a journeying cleric (C2/C2; hp 9/9) who spends the rest of his life journeying the County of Cerwyn, beyond the gates of the City. He is the best source of information locally about affairs beyond the City Walls.

11j Silly Jarry is the ale-house muggins. He cleans, fetches and carries, and always with a happy, vacant smile. The regulars tease him, but Celine (11a) protects him as keenly as if she were his mother. He wanders in and out of the ale-house, sometimes disappearing for days, and can be found anywhere from the Docks to Westmeet, helping out whenever asked. He sleeps with the pigs and chickens at the next-door MU school. He appears so idiotic and harmless that he blends completely into the background, which suits him rather well for he is F14/A13, hp 70/66 and a member of the Knights Ocular.

11k Gervaise 'Dragonrider' Loftgringe is F2/F2 hp12/16 and thrills all who care to listen with his tale of how he flew on the back of a dragon. The essence of the story is quite true, as Gervaise was once captured by a Wizard and flown away to his lair on a dragon. He escaped weeks later by simply walking out of the front door after he had been forgotten. Gervaise's tales rarely tell the whole truth, the Dragonrider story invariably omits the bit about the Wizard and, when he relates his amazing escape, he always forgets the bit about how he walked free through the front door.



PELINORE

LAW AND ORDER

The Administration of the Peace in the City League

by Paul Cockburn

Sooner or later in the life of every campaign there comes a time when even the most lawful of lawful good characters has a brush with the authorities. If your characters have chosen to live in the City League, you might as well resign yourself to the fact that it is more likely to be sooner. If you're a thief, or someone who enjoys a quiet night's mayhem in the local tavern, then it is likely to have happened already!

This article is for those DMs who, when the inevitable does finally happen, throw up their hands in horror. It is intended to provide a reference point from which the legal system of the League can be viewed. Whether you are introducing Pelinore as your campaign background or not, various individual components of the table can be ignored if the DM wishes to use another system; one could decide that the arrest of a suspect happened in an entirely different way, and then pick up the table from the trial onwards.

But before we get too involved in the mechanics, we had best take a hard look at the people and institutions responsible for the law in the City League.

Just like every other government function in the sprawling mass that is the City League, the administration of justice, law and order is governed by a bureaucracy of enormous size and complexity. It overlaps, confuses lines of authority, and provides endless anomalies and complexities to frustrate the ordinary citizen. Those who become embroiled in its mesh usually come to regret it.

Government in the City League is in the hands of the functionaries of the Katar, the hereditary Clerk-at-Arms, and ruler of the City. These operate from the environs of the Punctilio. The Katar has the constitutional power to codify commands through the process known as Enactments. These edicts serve to illustrate the essential policies of the Punctilio with regard to all matters: economics, foreign affairs.... and the law. Once an Enactment is passed, tradition decrees that it cannot be revoked, not even by another Enactment from a succeeding Katar. Instead, Enactments are refined and detailed by the By-Laws passed by the various lower tiers of government. In the course of the centuries that have passed since first the

Katar's power was attained, literally hundreds of Enactments and many tens of thousands of By-laws have been passed. Each is administered by one of the Administration Departments at the Punctilio, which means that the civil service in the City League has grown to enormous size, with some departments operating staffs of many dozens, whilst others have a single Overseer.

The administration of this hopelessly unwieldy system is entrusted to a number of enforcement agencies of varying competence and legality. These patrol the City night and day, answering emergency calls, providing a degree of security, and causing the average citizen endless torment, since the old adage is quite true: "If a day passes when you didn't break a law in the League, then you must have been buried the day before."

Policing the League

The various agencies can be reduced to six definable groups, with different powers and responsibilities.

1. The District Militia: Most of the policing is done by the hard-pressed men-at-arms of the District Militia. Each administrative area of the League has its own judiciary, and runs a militia under the watch of the Inspectorium. The militia are funded in each locality by the imposition of a sales tax; but since tax evasion at this level is rife, the pay is poor, and the militia are corrupt. The quality of each District's force varies depending on the general lawfulness of the community, and the level of wealth. Their morale is low, and they are known to have taken the law into their own hands on many occasions.

2. The Private Condottas: Each of these bodies was raised originally under the authority of an ancient City By-Law that allows tax bills in excess of 5000gp to be paid for by providing an additional police patrol. Now they are virtually private armies, employed by the wealthiest eighty or ninety private citizens as bodyguards and extensions of their strength, since the Punctilio's bureaucratic department in charge of By-Law 1780f-1783 Administration has no time to conduct inspections. The courts have little time for them, and it is well known that they have a fierce hatred for the men of the Punctillan.

3. The Knights Ocular: This mysterious and powerful Order has existed for almost as long as the City, and is inextricably bound up in its affairs. It is an incredible organisation — its members are made up of an exotic mixture of classes, answerable to a Master who is said to be of semi-divine origin. Further, despite their power and seemingly evil outlook — as far as can be gathered from the few texts in the public domain concerning them — they are tied to Punctilio and the person of the Katar in an inexplicable way. When last a coup was attempted in the City, all nine MU conspirators in the Plot of the Jade Serpent — Wizards of 10th-15th level all — were dead within two hours.

No-one understands the motives of the Knights Ocular, but it is widely believed that the secret of their power must be worth a fortune of unbelievable size.

They operate in an unusual way. Most of the members patrol the City, looking for all the world like ordinary citizens, observing and reporting. They never ignore any crime, preferring to report the miscreant to the Punctillan, and they have instant access to the Court of Ten Thousand Ravens. The party that finds itself involved with the Order of the Knights Ocular will be very sorry indeed.

4. The Punctillan: This is the direct arm of the Katar and the Punctilio, but one kept restricted after two past attempts at seizing power. Undoubtedly, they would have been abolished altogether if the Katar had been able to dispense with their services. Instead they are now led by a high-ranking cavalier who has sworn irrevocable fealty to the Katar, and are watched over by the Committee of Administration, the inner government cabinet. Such is the wealth of the City, that the Punctillan are more lavishly equipped than the armies of some Kingdoms.

5. Guild Militia: Numerous guilds within the City operate militia for entirely selfish reasons. Some, like the Mercantile Guild, have guards at major sites of commerce. Others, like the militia of the Guild of Thieves, ensure that all activities that fall within its 'jurisdiction' are controlled by the Guild. Some are vast — the Guild of Banks and Moneychangers Major employ over 1000 men and women — but most have smaller establishments. Everyone knows the Guild Militia to be bully boys, uninterested in the good of ordinary citizens. Very often, the patrol will handle

the situation themselves, without recourse to the niceties of trials. On other occasions they will make use of ad-hoc kangaroo courts at the Guild headquarters. Here, the verdict is always guilty, and the defendant always gives his worldly goods away to the court officials.

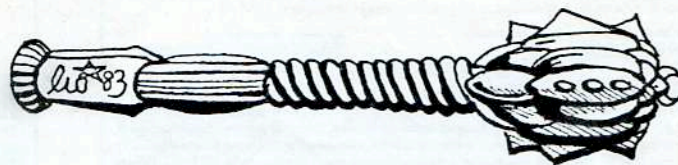
6. Religious Orders: Five religious orders are large enough and have enough influence to operate independent judiciaries and police. Under the provisions of Enactment IV, these are empowered to prosecute cases of blasphemy. No By-Laws have ever managed to tie down exactly what constitutes blasphemous behaviour, so the orders tend to do as they wish, arresting whomever they fancy, and charging them with blasphemy no matter what the offence actually was. Religious wars and pogroms tend to be fought out in this way, with mass trials and bloody reprisals, until such time as the Katar or the Knights Ocular step in....

The Courts

Excluding the ad-hoc courts of the various guilds, and other disciplinary bodies within organisations, there are three main judiciaries within the City League:

1. Mayorial District Courts: Each administrative district of the City controls several courthouses, set up in buildings known collectively as the Athya. Nominally separate, the Mayorial Courts are served by a judiciary appointed by the Minister of Justice on the Katar's Committee of Administration, and the sinister Redemptor Committee of the Court of Ten Thousand Ravens. They are grossly overworked, poorly supervised, and consequently corrupt. Judges can be bribed to alter the verdict or the sentence; clerks can be bribed to bring forward — or delay! — the hearing of cases; even the Prosecutor-General's office, the court arm of the Punctillan, is open to influence. In the meantime, the defendant usually languishes in a district guardhouse. The Mayorial courts have the authority to try any case, but usually hand cases of a capital nature over to the Court of Ten Thousand Ravens. The preliminary hearing normally then only establishes guilt or innocence, passing sentencing over to the superior court. This tends to lead to a duplicate trial, as the judges there much prefer to conduct the whole case!

2. The Court of Ten Thousand Ravens: Below the Punctilio, there stands a vast marble building, three storeys high, covered in the excreta of a vast host of huge black ravens, who circle the towers and central dome. In times past, this building was the central temple of the Church of Xnath-pi-Xnath. This barbaric religion and its chief deity, a dark bird-god, vanished over three centuries ago, at which time the Temple was taken over by the Katar. From that point on, the Temple of Ten Thousand Ravens was the seat of the supreme judiciary in the City League, and the building became known as the Court of Ten Thousand Ravens — the two names are virtually interchangeable (the further away you travel from the City



League, the more likely it is that the number of ravens will have changed as well!). The Temple is the only civil court with the power to administer death sentences, and a fair few of these have been handed out over the years. It is popularly believed that the eponymous ten thousand ravens of the Temple contain the souls of all the departed criminals. Cynics have been heard to observe that the bloated birds must have about two or three hundred souls each.

3. The Religious Order Judiciaries: The only other legally constituted courts in the City are the five run by the largest religious groupings within the locality. As previously observed, these are only entitled to try cases of blasphemy. The most infamous of these, the Temple Without Doors, gets through about 200 cases a week on the strength of this, seizing those who have been caught stealing, engaged in violence — anything that can be shown to be against the teaching of the relevant deity, and thereby blasphemous. Sentences are harsh and carried out instantly. At the Temple Without Doors, victims are lead up a spiral staircase within the central crystal shaft, to be thrown off an open platform into a closed courtyard....



The Crimes

Long ago, a Katar by the name of Morgannis IV Lawgiver took it upon himself to codify the legal system of the City League. Through his famous Enactment CCCII, Morgannis, who was by preference a fisherman, and quite a good one at that, invented a system that was ludicrously simple. Over the intervening years, lawyers, judges, politicians and other Katars added to the system by a seemingly endless promulgation of By-Laws and other statutes, but the Enactment remains intact in essence. Basically, there are only ten crimes on the statute book, listed on the table on page 12 in order of seriousness. All defendants are brought to trial facing one of these

charges, usually with a codicil describing which of the thirty thousand By-laws have been particularly violated. Thus, there are no crimes labelled embezzlement, fraud, tax evasion or blackmail; these are all covered by one of the three 'robbery' categories. Also, there are no 'attempted' crimes, or conspiracy charges: the Enactment says that in the eyes of the Law, if you were going to do it — you did it!

Most of the crimes are self-explanatory. Historically, Treason has only ever been brought against those who have been directly sought to subvert the power of the Katar, as in the celebrated attempts by the Punctillan to replace him with a military dictatorship. The three 'robbery' categories are differentiated solely by the amount of money involved. Affray is a catch-all for all the minor charges — drunkenness, fighting, creating a disturbance, traffic offences — that go to make up 90% of all legal cases. The unique category is the quite serious crime of Failing to Observe a Festival. According to the old, and recently superceded, League Calendar, 50 of the 350 days in the Old Year were designated Festival Days, on which it was forbidden to trade or to engage in any activity involving the passing of coin or promissary notes; or to hold assemblies of more than 30 people. The calendar may have changed, but the Festivals remain, imposed at a few days notice by the arbitrary and hopelessly inefficient Enactment XXVII Administration Department. The number of cases brought against this charge has dropped considerably over the last few years, as the Court of Ten Thousand Ravens ruled that the process adopted by the Department is illegal under the Restriction of Trade By-laws 3779-89g. The whole matter is fascinating to lawyers, but utterly frustrating to those individuals hauled up by the Punctillan or the Religious Orders, who can find themselves involved in legal proceedings for anything between 2 and 40 years!

The Law

Overleaf you will find a chart that traces the legal process through from getting caught to hearing the sentence. It is easy to follow, and allows the DM to get through cases fairly quickly where this is desired. Otherwise, the result can be 'predicted' using this method, and the DM can then alter the proceedings as the characters get involved.

Getting Spotted

Base Chance 20%

Use the Base Chance and the following suggestions to create a modified chance of attracting unwanted attention whenever a character is engaged in illegal behaviour.

Time/Weather Modifiers:	Place Modifiers:	Activity Modifiers:
Broad daylight +10%	Dark alley -35%	Noisy fight +40%
Just before dawn -15%	Busy thoroughfare +15%	Opportunist theft -20%
Rainy Day 5%	Crowded Market 10%	Clumsy burglary +20%

DM should decide whether crime has been spotted by patrol (10%) or other person (90%). If latter, roll on Time to Arrive column of **Getting Busted** table (and note that the person could act as a witness during the trial). In both cases determine what patrol is involved on **Getting Busted** table. If the criminals have fled by the time the patrol arrives, consult the Chance/Time to Track Down column of the **Getting Busted** table.

The Rap

DM should ensure that the crime is tried by the correct court, and prosecuted by the correct authority

Crime ¹	Punishment Modifier	Prosecutors	Court
Treason	250	Punc, KO	2
Murder	100 (+ victim's level x5)	Dist, PC, Punc, KO	1,2
Robbery (5,000gp or more)	80 (+ victim's level x2)	PC, GM, Punc, KO	1,2
Arson	75	Dist, PC, GM, Punc, KO	1,2
Theft (40-4999gp)	50 (+ victim's level x1)	Dist, PC, GM	1,2
Blasphemy	50	RO, KO	3
Assault	40 (+ victim's level x3)	Dist, PC, GM, Punc	1
Failure to Observe Festival	30	Punc, RO	2
Pilfering (39gp or less)	25	Dist, Punc	1
Affray	15	Dist, PC	1

Notes: ¹ Crimes tried in the Mayorial courts may be handed up to the Court of Ten Thousand Ravens where there is a possibility of a death sentence. The defendant will then be retried.

Before The Beak

The DM should determine the delay before the trial.

The defendant may hire an advocate.

The trial's delay and the eventual verdict/sentence may be altered by bribes.

The normal delay before the trial comes to court is d100 days in the Mayorial Courts, 2d20 days at the Court of Ten Thousand Ravens and d6-1 days at the Religious Courts. This time may either be shortened or lengthened by the use of bribes — see **Greasing the Palm**.

Advocates: Advocates cost 5gp per level (max 9) and 5gp per charisma point. Costs are cumulative, is a 3rd level lawyer costs 5gp for the first level, 10gp for the second and 15gp for the third — total 30gp. A level 9, 18 charisma advocate would cost 1080gp.

The lawyer's level and charisma replace the defendant's in calculating the Innocence Modifier.

Guilt Modifiers	Innocence Modifiers
Victim's Modifier (if applicable — see The Rap)	Defendant/Lawyer Level
Court Modifier: Mayorial 50, Ravens 60, Religious 75	2x level
Prosecution Modifier: Dist 50, PC 40, GM 30, Punc 60, RO 50, KO 70	Defendant/Lawyer Charisma
Evidence Modifier: Confession 80, Caught in act 40, Witnessed 20, Circumstantial 10	2x charisma
Form Modifier	Form Modifier
Each previous conviction 10	No previous convictions 30
Each previous Not Proven 5	

Perform the calculation (Guilt Modifiers - Innocence Modifiers). Result is the percentage chance of being found guilty — see **Fair Cop**.

Note: Even if the calculation leads to a result in excess of 100 or less than 0, the DM should still make the percentile roll, since there are occasional travesties of justice — see **Fair Cop**.

Fair Cop

Once the calculation Guilt Modifier - Innocence Modifier has yielded a result, and any bribes have been considered, the result will be the Verdict Roll Required. The Verdict Roll is the percentage chance of the defendant being found guilty. The DM should make the roll, and inform the defendant of the resulting verdict. If the Verdict Roll is 0-3% above or below the Required total for Guilt, the verdict will be Not Proven.

Regardless of the Verdict Roll Required, a Roll of 01-04% is always guilty (even if bribes have been offered), a Roll of 05-06% is always Not Proven, and a roll of 96-00% is always Innocent.

The Not Proven is a modified guilty verdict by which the Court acknowledges that, despite the verdict, the evidence against the defendant was not quite perfect. Thus, the defendant goes free, but a note of the verdict is retained by the Court which will influence any future trials — see **Before The Beak** and **Going Down**.

Example: A defendant ends up with a Verdict Roll Required of 55%, modified to 40% by bribes. On a Roll of 01-04 she will be guilty, and would have been found so even if she had the alibi that she was already in jail at the time; 05-06 would be Not Proven; 07-36 would be Guilty (the bribe wasn't enough!); 37-43 Not Proven; 44-95 Innocent (and if the Roll was 44-58% the bribe will have been worth every cp); 96-00 Innocent, and she would have been Innocent on this roll if she had confessed and produced the missing jewels in the courtroom....

Going Down

Bribes may influence the sentence

Advocates: The advocates level and charisma replace the defendant's in calculating the Mitigation Modifier.

Sentence Modifiers	Mitigation Modifiers
Punishment Modifier (see The Rap)	Defendant/Lawyer Level
Victim Modifier (if applicable — see The Rap)	3x level
Court Modifier: Mayorial 0, Ravens 50, Religious 10	Defendant/Lawyer Charisma
Prosecution Modifier: Dist 0, PC 5, GM 10, Punc 20, RO 10, KO 0	3x charisma
Form Modifier	
Each Previous Guilty 30	
Each Previous Not Proven 15	
Bribe Modifier	
If bribe offered but still found guilty 30	

Perform calculation Sentence Modifiers - Mitigation Modifiers. Result is the Penalty Modifier — see **Society's To Blame**.

Getting Busted

If a patrol is called, roll percentile dice to determine which kind:

%	Type: composition	Morale	Chance/Time To Track ⁴ (%/days)	Time to arrive (mins) ⁵
01-40	District Militia (Dist); F2, d4-2 F1s	Low	10/d100	d12
41-60	Private Condottas (PC); F3, d4-1 F2s, d4 F1s	Average	15/2d100	d20
61-76	Guild Militia (GM); d4-1 F1-4 ¹	varies ²	12/2d100	d6 ³
77-86	Punctillan (Punc); F3, F2, d4-1 F1s	Good	25/2d20	2d8
87-98	Religious Orders (RO); C3, d6 C1s	Good	40/d4	2d20
99-00	Knights Ocular (KO); 11-6 or F1-6 ²	V Good	60/d4	d4

DM should alter the composition of patrols at times of civic unrest, in areas with high crime rates, etc. Should reinforcements be required, the DM should allow the first patrol to send for them: enough to handle the situation will arrive in d100 minutes.

Notes: ¹ Certain guilds — Thieves for example — will use other classes

² In the Advanced game these should be Cavaliers or Assassins

³ Morale of militias from richer guilds is higher than for smaller ones

⁴ The DM should make alterations to both chance and time to allow for the evidence the perpetrators might leave behind. Note that the Private Condottas and the Guild Militia will not track down anyone who has not committed an offence directly against their interests

⁵ At night, all times should be doubled

⁶ Guild Militia will not answer general distress calls; encounter should be rerolled

Police Brutality

Roll percentile die to discover the patrol's reactions

Patrol	Rough Justice	Law/Own Hands	Open to Bribes ¹	Arrest & Charge ²	Court
Dist	01-10	11-15	16-35	36-00	1
PC	01-12	13-22	23-27	28-00	1,2 ³
GM	01-25	26-34	35-45	46-00	1 ³
Punc	01-05	06-09	10-12	13-00	1,2 ³
RO	01-12	13-20	—	21-00	3
KO	01	—	02	03-00 ³	2

Notes: ¹ A bribe of 100gp x patrol leader's level will ensure patrol leaves character(s) alone — for now. If no bribe offered, treat as Arrest & Charge

² Captive will be taken to gaol. If arresting patrol has no jurisdiction, they will hand over to someone who has. Check Court column to see which court trial will be heard in.

³ The Knights Ocular are unlikely to make the arrest themselves, but will call in the Punctillan to do so. They will ensure that no escape is possible, and will be the prosecutors when the case is heard.

⁴ Serious crimes may be taken directly to the Court of Ten Thousand Ravens.

⁵ Guild Militia are 60% likely to take the criminal before an ad-hoc court. Defendant will be found guilty. DM should consider just what the punishment might be, considering the Guild concerned.

Patrols indulging in Rough Justice will hand out an on-the-spot beating, or a 'fine' or somesuch. Patrols taking the Law into their Own Hands will severely assault thieves, and may attempt to lynch murderers or arsonists. Only the arrival of a more disciplined patrol will halt this process.

Greasing The Palm

Bribes may alter the time the case takes to get to court, the verdict, and the eventual sentence

Bribes may be offered to corrupt court officials. The costs in each of the courts is outlined below:

Court	Advance/Delay Trial (per day) ¹	Alter Verdict (per point) ²	Alter Sentence (per point) ³
1 Mayorial	1d4gp	10gp	5gp
2 Ravens	10gp	50gp	50gp
3 Religious	100gp	100gp	150gp

Notes: ¹ The defendant should be informed of the date of his trial, although in the case of the Mayorial Courts this may not be 100% accurate. The bribe may then be offered at any time from the date informed — even if only approximately — of the roll he will have to make to be found Innocent before that roll is made. The costs outlined are for each point reduction in the required Verdict Roll. It is not possible to offer a bribe that guarantees guilt or innocence — see **Fair Cop**. If a bribe is offered, but the defendant is still found guilty, then 30 should be added to the Penalty Modifier when sentence is decided. See **Society's To Blame**.

² See **Going Down** and **Society's To Blame**. The DM should inform the defendant of the range of sentences available to the Court, before one has been selected. The costs in the table above are to reduce the Penalty Modifier by 1 point.

Note: There is nothing to stop bribes being offered to make it more likely that someone will be found guilty, or given a higher punishment. The table above works both ways.

Society's To Blame

Compare the Penalty Modifier to the Possible Sentences

Bribes may alter the final sentence

The DM should take the Penalty Modifier and compare it to the ranges of each sentence listed below. If the Modifier falls within the range, the DM should make a note, compiling a list containing 1-6 possible sentences. The actual sentence may then be selected randomly, or chosen by the DM.

Penalty Modifier	Punishment
less than +10	Warning ¹
-10 — +20	Fine 1gp x defendant's level ²
+10 — +20	Fine 30gp x defendant's level ²
+25 — +60	Fine 250gp x defendant's level ²
0 — +50	Dismemberment (loss of fingers, eyes, etc) ³
+40 — +200	Banishment ⁴
+50 or more	Death
-10 — +25	Jail 1d4 months ⁵
+15 — +35	Jail 2d6 months ⁵
+25 — +60	Jail 2d12 months ⁵
+35 — +80	Jail d12 years ⁵
+50 — +150	Jail 2d20 years ⁵
+80 — +200	Life Imprisonment ⁶
+100 — +200	Slavery ⁶

Notes: ¹ Although the defendant goes free, the conviction is kept on record

² If the defendant cannot or will not pay, add 10 to the Penalty Modifier and compile a new list, ignoring Fine results

³ The disfigurement should be appropriate to the crime — loss of fingers for theft, loss of ears for spying. Adultery is not a crime in the City League.

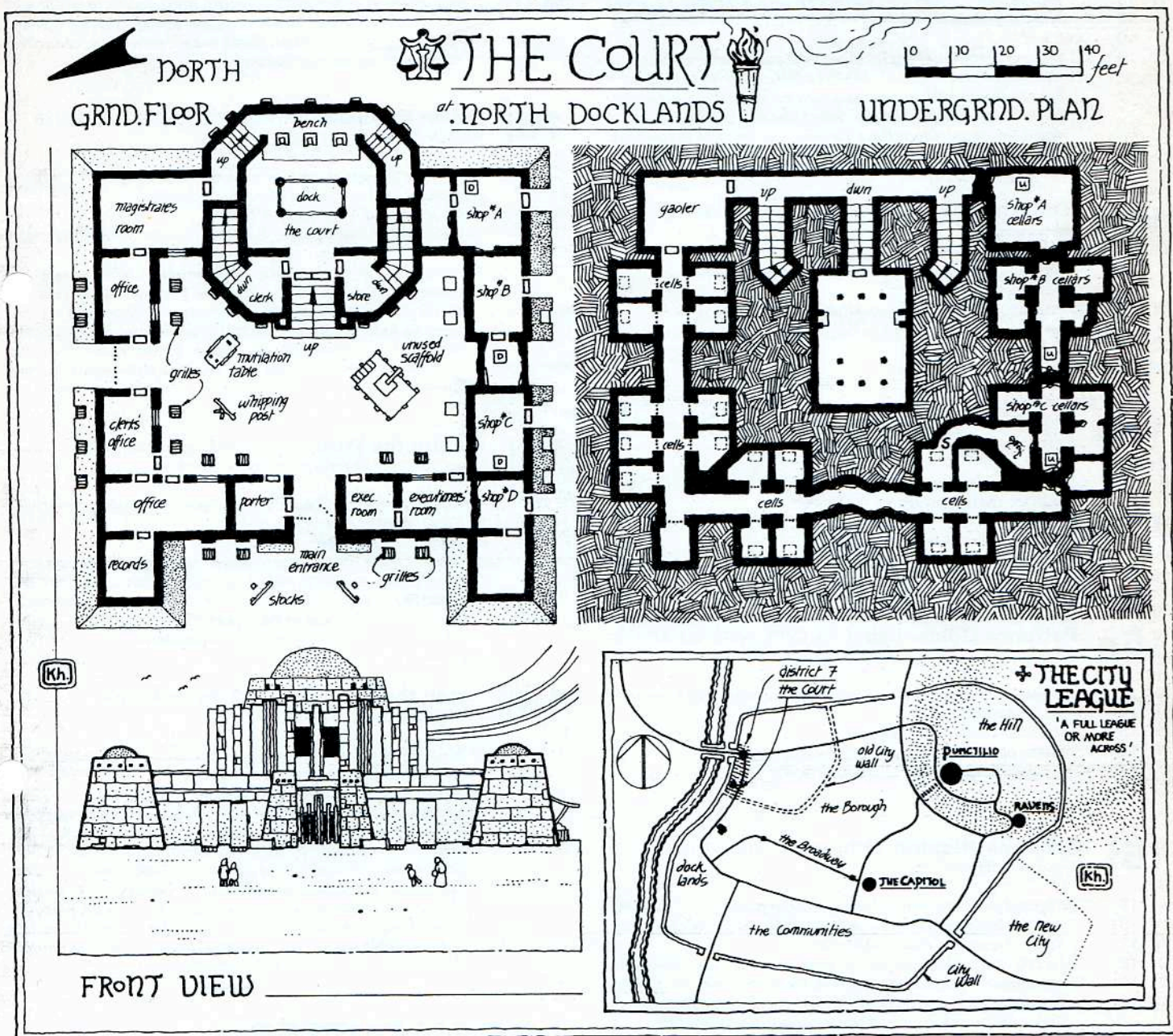
⁴ If the convicted felon is ever found within the City League again, the case will be reheard. The +10 Form Modifier will apply to **The Hearing**. If the defendant is re-convicted, the DM should add 50 to the Penalty Modifier in addition to the +30 Form Modifier — see **Going Down**.

⁵ There is no such things as remission in the City League.

⁶ Since slavery is discouraged in the City by a high tax on owners, the convict will be transported via the small coastal port of Borth to the Mercantile Tradecities of Xir, to be sold at public auction.

PELINORE

NORTH DOCKLANDS



15 N DOCKLANDS (No 7) COURT

In a sunny spot on a popular promenade alongside the docks stands a typical district courthouse. This once grand building has seen better days for it is slipping slowly into disrepair and decay and now its walls bear the graffiti of countless generations. One wing has been sold off to private entrepreneurs and now houses a short row of shops (including 16 and 17). The trade of the courthouse goes on undisturbed; its inner courtyard periodically thronged with people who willingly pay to watch whippings, executions, dismemberments and worse; its officers and guards getting rapidly fat on the regular (and expected) bribes.

Prisoners are thrown into their underground cells through grilles in the pavement. These grilles allow locals to abuse the inmates, or shower them with filth. They also give rise to the possibility of hair-raising escapes....

The Organising Magistrate (15a) selects local notables to sit with him in judgement. The officers and guards of the court are normal men and women, neither more nor less greedy than usual, although, inevitably, there is one rotten apple in the barrel — Petronna Goldenhair (15e).



15a Gilas Widgery; M; Fr7; L/LN; hp 22/29; AC 9/10; No weapon

- H
- S 13 Grey haired, tall, grey and black robes, red hood
- I 12 Organising Magistrate
- W 10 Dignified, concerned, not very wise, complete snob
- D 11 On nodding terms with many local dignitaries, but no friends; scrupulous in his application of the court rules, but not averse to amassing a little wealth.
- C 8
- Ch 15

15b Mailai Frith-Lorendar; F; Fr3; L/LN; hp 13/15; AC7/8; Dagger of Concealment +2

- H
- S 13 Elegant, wears blue and silver suit and gold ring which is a **Dagger of Concealment +2** (a ring which acts as a **ring of protection +2** and can be turned into a **dagger +2**, used and turned back again all in one round - see module X8)
- I 16
- W 13
- D 12
- C 10 Clerk
- Ch 12 Clever, ambitious, social climber, career civil servant
- Of modest background, Mailai scorned adventuring for a life of anticipated wealth as a civil servant. She knows you have to start at the bottom, what she doesn't know is that she's probably stuck here for life; she got the **Dagger of Concealment** from an adventurer she met one evening

15c 'Old' Daliei; M; Fr3; L/LG; hp 12/14; AC 9/10; No weapon

- G
- S 9 Ancient, scruffy, brown jerkin and filthy yellow hose
- I 15 Assistant clerk
- W 14 Intelligent, hard working, kindly, far too honest for his own good
- D 9
- C 8 A loner
- Ch 5

15d Krad Earthdelver; M; Dw6/F6; N/NG; hp 40/46; AC 5; Battle axe, short sword or mace

- Dw
- S 17 Shiny chain shirt, steel helmet, padded leggings with leather cross-garters
- I 9 Head jailor
- W 12
- D 11 Bluff, gruff, shrewd, businesslike
- C 12 Knows **Burbury Flataxe (5d)** and doesn't much like him
- Ch 10

15e Petronna Goldenhair; F; F5; C/CE; hp 40/52; AC 7/8; Dagger, whip, blackjack, torture instruments

- H
- S 16 Black leather jerkin and leggings, hideous black leather skull cap and mask
- I 11 Assistant jailor and torturer
- W 13
- D 12 Calm, polite, well-spoken and very, very nasty
- C 17 An adventuress, not a League native
- Ch 16

15f Tiblin ana-Ristorin; M; Th6; N/NE; hp 24/27; AC 3/-3; Concealed dagger, staff +3

- H/½
- S 12 Ragged grey and brown robes, leather headband (in AD&D game - **bracers of defence AC4**), **ring of protection +3**
- I 15 Stick salesman (sharper/filcher)
- W 12
- D 18 Feigns stupid, benign oaf; actually ruthless and intelligent
- C 14 Member of the local thief's guild; he wanders around in the vicinity of the court selling sharp sticks to passers-by so they can prod the prisoners through the grilles; this is a cover for his true trade - pick-pocket and mugger.
- Ch 14

15g The Chastiser. No details are given about this creature of mystery. The Chastiser appears hooded when called, to perform such corporal punishments as are demanded by the court.

Also working in the Courthouse are 6 minor clerks and 12 guards. The clerks will be met drifting about, apparently trying to kill time. The guards are all F2, hp 12/15 and they will be found chatting with one another around the courtyard. The guards are well trained, despite their appearance, and will act efficiently and quickly when called upon by either Krandle or Petronna. At night the guards take turns to patrol in pairs. Petronna has the disconcerting habit of roaming abroad at night, looking for 'fun'.

THE MAGISTRATES

In order to enliven proceedings at the court the DM may choose to have one or more of the following worthies sit for the trial of the PCs involved; it won't be long before their names are feared (or loved) throughout your campaign!

15h Estorillian; M; Fr7; L/LN; hp 18/24; AC 9/10; Staff-mace

- E
- S 12 Tall, equine, elegant, navy blue robes trimmed with hoar-fox
- I 11
- W 13 Silver-smith
- D 8 Arrogant, supercilious, coward
- C 9 Well-known and hated local-boy-made-good, now lives out of the area but likes to return periodically to sneer and hand down vicious sentences; he always allows elves a +50 Mitigation Modifier; loves to be 'lenient' by 'reducing' sentences to dismemberment
- Ch 11

15i Maker Redbeam; M; Fr3; N/NG; hp 11/14; AC 7/8; Knobbed stick

- G
- S 8 Walks round looking like a court-jester with multicoloured padded jacket, hose and huge codpiece
- I 15
- W 14 Cooper (and local guild-officer)
- D 9 Fire-brand, unbribable, hates authority, inferiority complex, swears he isn't a gnome
- C 7
- Ch 10 Very well known locally and largely liked despite eccentric habits; when sitting at the bench he 'rids town of undesirables' by banishing or selling into slavery anyone he finds guilty of anything; he completely ignores all level or charisma modifiers when coming to his decision and woe-betide any gnomes that appear before him!

15j Mareta the Wise; F; C4; L/LG; hp 14/22; AC 3; Huge, strengthened, religious staff-mace

- H
- S 18⁵¹ Squat, powerful, wears breastplate over rough green habit
- I 10 Vicar/curate of a L/LG church
- W 14 Honest, disciplinarian, loud, kindly
- D 9 Runs a tight little church nearby (one of the few never to have been raided by the local thieves guild); applies the laws fairly and squarely but considers those who make generous payments to her church or, even better, convert on the spot, to have redeemed themselves
- C 10
- Ch 7

15k Lirau the Red; F; F6; L/NG; hp 36/48; AC4; Longsword +3 and dagger

- H
- S 17 Medium build, head held high, red hair, wears velvet dress which conceals chain mail shirt
- I 11
- W 10 Retired adventuress now living off her finds
- D 15 Shrewd, rough-and-ready, but soft on plausible rogues
- C 12 Lil returned from her adventures to this, the place of her birth, some years ago with a strong reputation for valour. She knows practically everyone locally, but has kept particular acquaintance with many adventurers, so that her house sees the comings and goings of strange people at all hours of the day and night. She is known as the 'adventurers friend' when sitting in justice, as she usually gives them the benefit of the doubt.
- Ch 15

16 GEMCUTTER

In part of the wing now let out as shops, **Shoril the Gemcutter (16a)** now plys his trade. He is Dw4/F4 hp 20/25 and a dwarf. His brother, **Dalin (14f)** is a member of staff in the Cock o' th' Walk tavern (14). Adventurers can have rough gems improved in value here. Shoril's payment will be 20% of the improvement.

17 COBBLER

Next to Shoril's is this homely cobblers run by **Goldy and Haffo Brushfoot (17a & b)** who are the parents of **Bando Brushfoot (14h)** — a thief who works around Gibbet Lane and The Walk (14).

When Constabulary Duty's To Be Done....

....a patroller's lot is not an 'appy one; but nothing like as un-happy as that of the miscreant. Listed below are some patrols to help the DM persecute 'innocent' parties. Naturally if the DM feels the characteristics ascribed to the leader of one of the patrols would fit another, they can be changed round. Each patrol is suitable for a campaign of modest level; as always in the City League the DM should increase the level, hit points and numbers if required by the campaign.

District Militia Leader

18a 'Corporal' Thirel; M; F2; N/LN; hp 14/18; AC 6/7; Flail

- H
S 15 Short and tubby, ring-studded leathers, red bandana
I 9 Leading militiaman, warrior
W 9 Basically honest, fearful of higher authority, cocky, bully
D 10 Well-known locally and mostly ignored, can often be found in inns bragging loudly about his onerous duties
C 12
Ch 8

The group Thirel leads is made up of 6 first level fighters (all hp 6/7) who jeer and laugh loudly at Thirel's comments; as a group they can't wait for someone to 'resist arrest', and their victims seem to have the unfortunate habit of continually 'falling down the cell steps, m'lud'.

Private Condotta Leader

18b Borgrim Orceater; M; F3; N/NE; hp 18/21; AC 2; Longsword and dagger

- H
S 15 Big, burly, wears breastplate over leather jerkin
11 Leader of his condotta, swordmaster/swordsman
v 8 Vicious, nasty, effective, coward
D 15 Sucks up to anyone more powerful than he is, universally despised
C 12
Ch 9

His band is made up from 3 second level fighters (hp 9/11) and 4 first level fighters (hp 4/6) and it is their mood and courage that Borgrim draws upon. They are volatile and prone to handing out beatings whenever they feel they can get away with it. Borgrim on his own is not quite so tough - if an orc said 'bool' to him he'd probably faint.

Punctillan Leader

18c Amir Schezhuan XIV; M; F3; L/LN; hp 18/21; AC 3; Spear and scimitar

- H/H
S 14 Neatly attired in chain mail, dark with neat beard
I 9 Amir (leader) of his squad, swordmaster/swordsman
W 14 Career officer, fair but rough when needed, cool, efficient
D 16 Unknown locally, popular with his fellow officers
C 12
Ch 16

His squad of 6 second level fighters (hp 14/17) is well trained and obedient, although they will 'discipline' the truculent or unruly. When Schezhuan says 'come quietly and you won't get hurt', he means it.

Plotlines

1 One of the chief weaknesses of all mighty bureaucracies is the absolute belief that 'if it's in the files then it must be true!'. Imagine what havoc, what carriages, or miscarriages, of justice could be perpetrated by someone bold enough to break into a repository of such files and leave a suitably forged document. There is such a repository in this Courthouse; a Courthouse where friends of daring adventurers might face trial....

2 There come occasions in the lives of most mortals when a complete answer to life's problems can be found in the granting of the wish 'if only I could disappear'. It is not given to everyone to have the wealth to get into such trouble and then get out of it. But what better way for a hunted young noble to escape than to persuade a band of trusty adventurers to help him organise a trial, and a fake execution. The problems would be many - who is the executioner and how is he to be bought, who can be trusted to 'bear' the body away, how to keep Petronna Goldenhair from delivering a messy coup-de-grace - but the rewards would be great.

3 It is not always the innocent who suffer miscarriages of justice. What if a guilty man is acquitted? Is it not possible that the outraged neighbours and friends of the bereaved would demand retribution, and failing to get the man retried would buy the services of outlanders to arrange false evidence of a new crime so damning that real justice could not fail to be done in the end....

Knights Ocular

This group will be tall and shrouded, revealing little of sex or race, and will speak little and act as if each knows what all are thinking. It will be made up of fighters, cavaliers, assassins and other classes as necessary and in apparent contradiction of what might be expected. Often the initial encounter will be with a solitary individual, who will only be visible to the party if in an open, well-lit area, or if specifically and carefully searched out. Nine times out of ten, the party will never know that they were being observed by a member of the Knights. But if they see adventurers commit an offence, or if the Knights have some reason to wish ill on an individual or group, they will almost always muster enough firepower (both magical and non-magical) to overcome any party of mere adventurers, no matter what their level - it's as if they have some uncanny way of knowing exactly what to expect in advance. Their behaviour is utterly ruthless, though rigidly lawful.

Guild Militia Leader

18d Rontollo; (most guilds) M; F4 C/CN; hp 30/37; AC 6/7; (thieves' guild) M; T4; C/CN; hp 16/24; AC 7/8; Long sword and dagger

- H
S 13 Ordinary looking, with large scar on forehead, studded leather or leather armour
I 8 Guild militiaman
W 9 Serious, fanatically loyal to the guild, uncompromising
D 10 Stranger from across the seas but popular with his men
C 11
Ch 12

The guild militiamen are mostly loyal mercenaries who are ready (and often encouraged) to take the law into their own hands whenever necessary. Justice to them is maintaining the honour of the guild.

Religious Order's Leader

18e Impir Rokko; M; C3; C/CN; hp 16/21; AC 3; Mace

- H
S 12 Tall, skinny, clerical robes over breast-plate
I 12 Priest
W 16 Arrogant, raving, despotic, fanatic
D 9 Who'd admit to knowing him?
C 8
Ch 7

His band of 6 first level clerics (hp 5/7) is scarcely less chaotic than he is and are most enthusiastic in their duties. His only goal is religious 'purity' - and a party's best means of escape is to grovel.

Hear Ye! Hear Ye!

ERRATUM

'By the powers invested in me by the Honourable Guild of Herald's I hereby give warning that Olaf Typesetter late of Gibbet Street confessed to undervaluing citizens of this, the City League before he died. Know then, o princes, that the correct hit die value for FREEMEN and FREEWOMAN (IMAGINE magazine # 17, page 12) should be d4 in the Basic game and d6 in Advanced. Take heed and adjust your Heraldic Tomes accordingly.

ADDENDUM

'By the powers invested in me by the Honourable Guild of Herald's I further give warning that the confusion of genders shall hereby cease whereby all catalogued characters of this, our League of Cities, shall have their gender included in their stats immediately after their name, and that furthermore there shall cease to be repetition of the said stats where the figures for Basic and Advanced are the same.

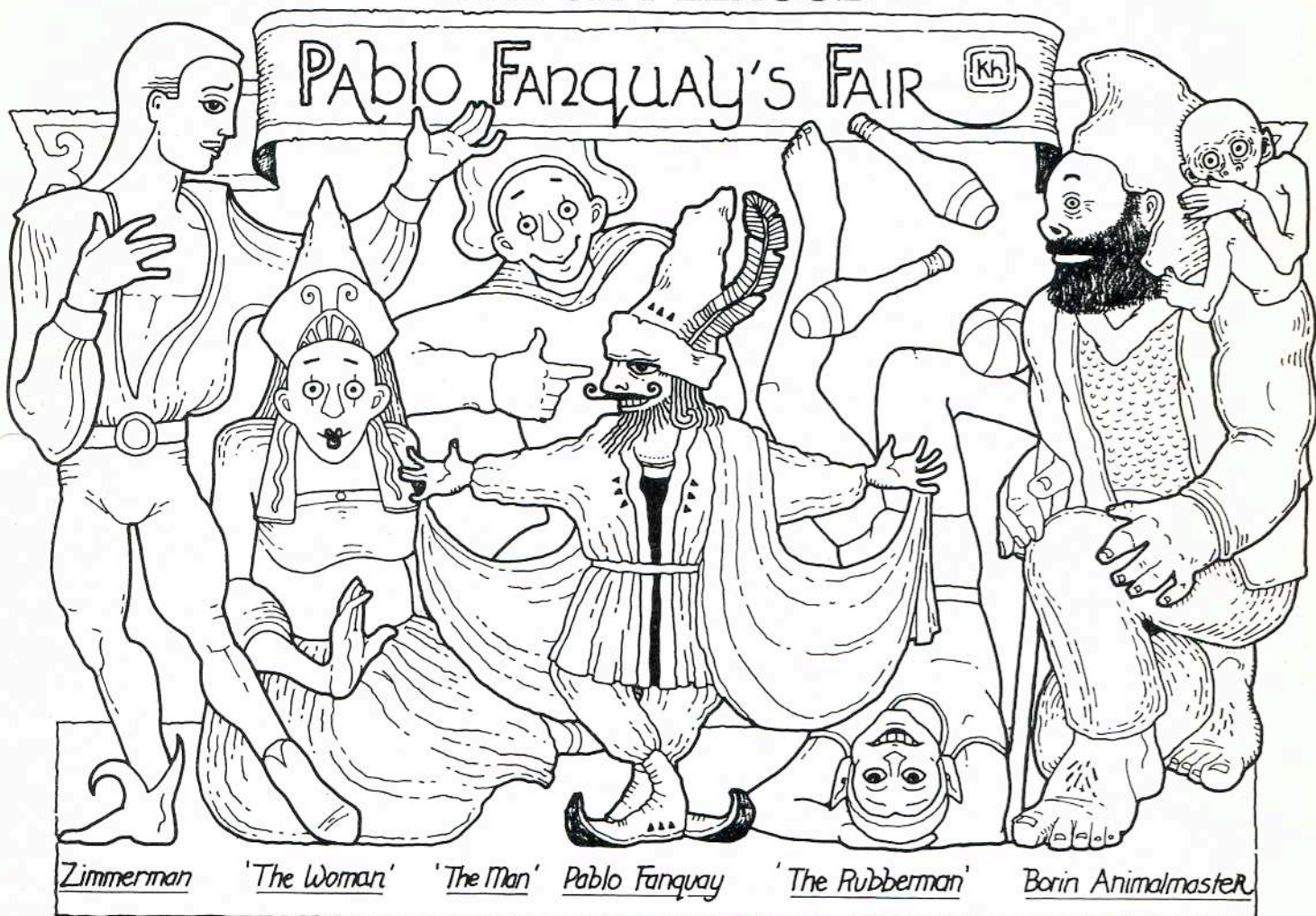
COMMUNICATUM

'By the powers invested in me by the Honourable Guild of Herald's I warn you that ignorance of our Fair Countie of Cerwyn (pronounced Ker-oo-un by you, shorty) that surrounds this city shall be deemed illegal under 'By-Law 1877 of 'Enactment XXVIII following the publication of much encyclopaedic information on that place in one of our most noble Heraldic Tomes known as IMAGINE magazine Special Edition, due out later this month!

Felix Pursivant
First Assistant to the Junior Herald

PELINORE

THE CITY LEAGUE



19 PABLO FANQUAY'S FAIR

Pablo Fanquay's Fair has been a welcome sight around the labyrinthine streets of the League for many years. Although the individual performers come and go, Pablo manages to maintain high standards and so his Fair is hailed as the best. It's not an easy reputation to maintain; there are other Fairs, not all run by honest law-abiding citizens like Pablo. Bribing acts to move from one Fair to another is common practice, and star performers mysteriously disappear. But as few questions are asked of the past in the Guild of Thespians, star performers can mysteriously appear as well. The Guild of Thespians is a strange body; a performer is not expected to join immediately but only after proving his or her talent. It's interesting to note that there has never been a popular street performer that was not a member of the Guild. Pablo is a member as are all of his troupe. They live in brightly coloured wagons, moving from one site to another, never staying more than five nights in one location, and constantly harrassed by petty officialdom over this By-law or that.... But even on Festival Days, with the restriction on the gathering of crowds, the show must go on!

19a Pablo Fanquay; M; Fr10; C/CG;

Whip; AC 5/6; hp 40/60

- G
S 12 Normally in brown leathers, but at show-time dons a scarlet robe with yellow trim and a tall green hat with a huge bright feather
I 17
W 14 Showman (Thespian)
D 16 Loud, charming, shrewd, devious and unscrupulous
C 15 Claims acquaintance with practically everyone of note, all know of him but few know him - an enigma
Ch 18

19b The Rubberman (aka Longelf); M; Fr6; N/LN;

No weapon; AC 6; hp 20/30;

- E
S 9 Dull cloth smock and trews during the day, red trunks during performances
I 13
W 12 Tumbler and Contortionist (Thespian)
D 18 Selfish, introverted, mean, trustworthy, paradoxical
C 12 No known friends, confidant of Pablo (19a) and is his deputy
Ch 17

19c The Man (aka i'Nimma); F; Fr3; L/LG;

No weapon; AC 9/10; hp 9/12

- H
S 10 Various costumes depending on the performance, always plays a man
I 17
W 14 Mummer (Thespian)
D 13 Warm, generous, caring, shy, stubborn, will of iron
C 9 Twin sister of The Woman (19d), niece of Fiorrantanis (9b) and Deorrantanis (50a)
Ch 18

19d The Woman (aka i'Nemma); F; Fr3; L/LG;

No weapon; AC 9/10; hp 9/12

- H
S 10 Various costumes depending on the performance, always plays a woman
I 17
W 14 Mummer (Thespian)
D 13 Warm, generous, caring, cocky, stubborn, will of iron
C 9 Twin sister of The Man (19c), niece of Fiorrantanis (9b) and Deorrantanis (50a)
Ch 18



19e Borin Animalmaster; M; F8/R8; L/NG; Trident and whip; AC 5; hp 55/60

- H
- S 17 *Huge, dark and bearded, wears chain mail over leathers*
- I 13 *Retired adventurer now Animal Trainer (Thespian)*
- W 14 *Jolly, loud, cheerful, secretly deeply sad*
- D 11 *A loner - Borin has a way with animals, he considers them*
- C 14 *his friends; his current collection includes a boggle, a dakon and two owl-bears*
- Ch 13

19f Zimmerman; M; Th7; C/LE; Dagger; AC 7/8; hp 20/35

- H
- S 8 *Handsome (for a human), tall, blonde, dresses in colourful silks*
- I 9
- W 7 *Full-time thief, singer (Thespian); Zim sings beautifully but still makes more money as an expert pick-pocket*
- D 18
- C 12 *Charming, mesmeric, sneaky*
- Ch 18 *Brother of Flossy Jostle (1b)*

19g Accompanying the Fair are six boys and girls who clean and cook for the troupe and twelve men-at-arms who double as porters. The men-at-arms are all F2, hp 9 and are armed with spears and broad-swords.

STORYLINES

1. It has been a worry to Pablo for some time that a crafty team of pick-pockets seems to be dogging the footsteps of his Fair. Although not a gnome to begrudge anyone a living, Pablo doesn't want to acquire a reputation that might prejudice his earnings. Thus he is quite likely to hire a few sophisticated adventurers to find out what is going on. In fact it is Zim who is picking pockets whilst he walks amongst the crowd singing. His singing is so beautiful, his normal chance of being able to escape detection is doubled (to 42% in AD&D games).

2. In the troupe are twins who are brilliant mummies. They enact the roles of ordinary folk with great poignancy; touching the hearts of all who watch with their carefully drawn portraits of everyday life. The DM can use them for several purposes; one of which is to introduce adventures to the players. In these days of great superstition, a mummer's show might attract great attention and it would not be hard for PCs to hear of it. They could then watch the show and receive what, to them, seem like clear instructions. If questioned, the twins will always say that their performances appear to them in dreams and will offer no further information. For example, if a DM wants players to embark on module S1 (being a sadist) the mummies could tell of a wolf-hunter and her husband out on a hunt during which they found the entrance to the Tomb of Horrors. The mummies describe how to get there and even introduce some extra clues about the dungeon.

WORK OR PLAY?

Making a living on the Streets of the City League

Not everyone in the world makes their living from seeking out nasty holes in the ground and persuading innocent cockatrices and shambling mounds to give up their hard earned cash. Some people actually work for a living. Not least among this peerless group are those who work within the brotherly embrace of the Guild of Thespians. Nowhere is the distinction between the haves and the have-nots more clearly defined: a Thespian with talent can be assured of fame, food, and a fortune; one without could have fame of a kind, inedible food thrown at him or her, and be fortunate to escape alive. Even in the City League there are those who care genuinely about public opinion.

Counted among the Thespians you will find:

- actors**, either singly or in bands, who with memorised word and studied movement recreate heroic deeds or moments of love unrequited;
- yarners and jokers** repeating sagas of epic proportions and merry jests;
- prestidigitators** astonishing the crowds with their sleight of hand (or, who knows, genuine magic!);
- jugglers** apparently defying gravity and appearing to have four hands (those jugglers that already have four hands would be expected by the discerning crowd to appear to have at least six);
- acrobats** performing death-defying stunts and fine feats of balance;
- ventriloquists** causing consternation by casting their cries about the courtyards;
- animal trainers** and their performing xorns, hoar foxes and gelatinous cubes;
- dancers** enchanting all with their grace;
- mummers** causing laughter and tears and never uttering a word;
- singers** giving voice to the feelings of the ordinary people and keeping a wary eye open for any wandering bards (you might seek to emphasise their monopoly in that field);

all these and more you will find — each one vying with the next for the praise and reward of the crowd.

What then of a PC who needs to make enough for a hot supper and a night's shelter? As can be seen there are many professions to lure him, all of which fall under the aegis of the Guild of Thespians. Naturally, a player will be well advised only to attempt those things at which the character would have a reasonable chance of being competent. Remember, though, that no PC would ever be as good as a trained Thespian — they simply would not have the time to acquire the expertise and polish. A magic-user or illusionist should have no fears of prestidigitations or ventriloquism, or of providing entertaining light shows to enhance the performance of actors or mummies. Thieves and thief-acrobats could reasonably expect to be successful as jugglers, dancers or acrobats — though the thief-acrobats should remember that the skills required in the class are not designed to be appreciated by a critical and ignorant public.

The most important ability needed by the PC is charisma. How much can be earned will depend upon charisma, the mood of the crowd and the local conditions.

In order to calculate how much is earned the DM should use the following procedure:

1. Establish how many people come to watch by rolling 1d12 and adding the result to the character's charisma
2. Apply the modifiers shown below to calculate the final number of people watching at the end of the performance. If you are not sure which option applies, roll 1d6 to determine the modifier in each case. The modifiers are cumulative. A fortunate soul with a high charisma could have as many as 240 people watching by the end of the performance.

Modification	DOUBLE	SAME	HALF
Area of City League	(1) Wealthy	(2-4) Normal	(5-6) Poor
Local activity	(1-2) Holiday ¹	(3-5) Normal	(6) Day of Gloom ²
Neighbours	(1-3) Near Event ³		(4-6) Near others ⁴
Weather		(1-4) Fair	(5-6) Rain

Notes:

- ¹ — A holiday would be a day of public celebration like a Feast day or the day of a hanging; *not* to be confused with Festival Days, during which assemblies of more than 30 people are supposedly banned
- ² — A day of gloom would be one on which new taxes had been declared
- ³ — An event would be something like the Circus or a public flogging
- ⁴ — If the performance takes place near Thespians remember they are likely to take a very dim view of the competition and may well get a bit rough.

3. Each watcher will then throw 1d4 copper coins as reward for the performance.

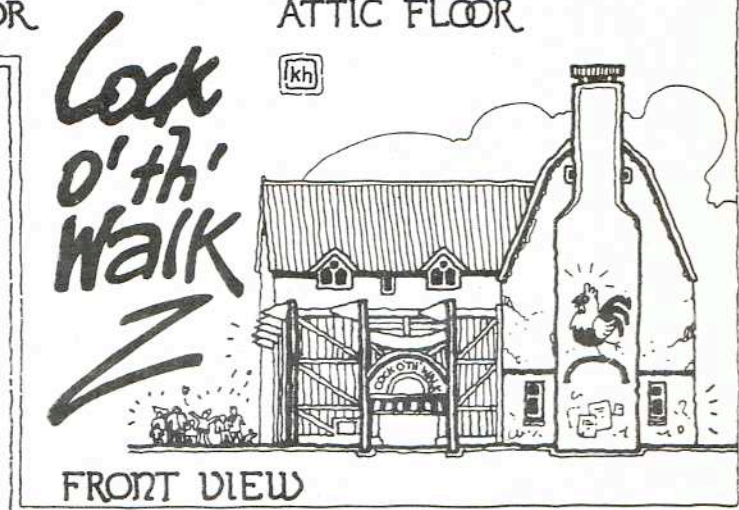
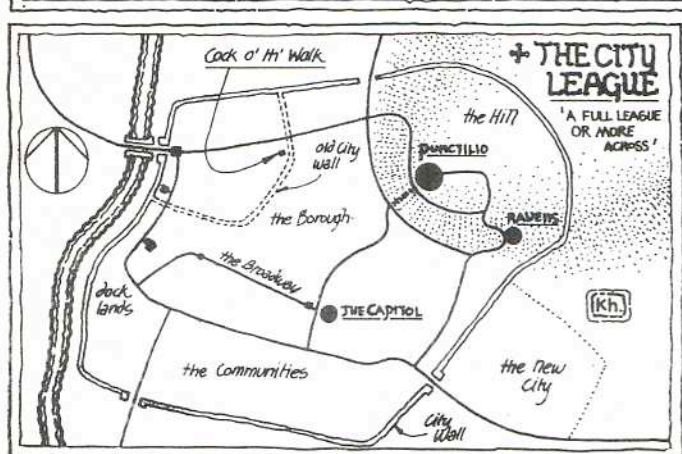
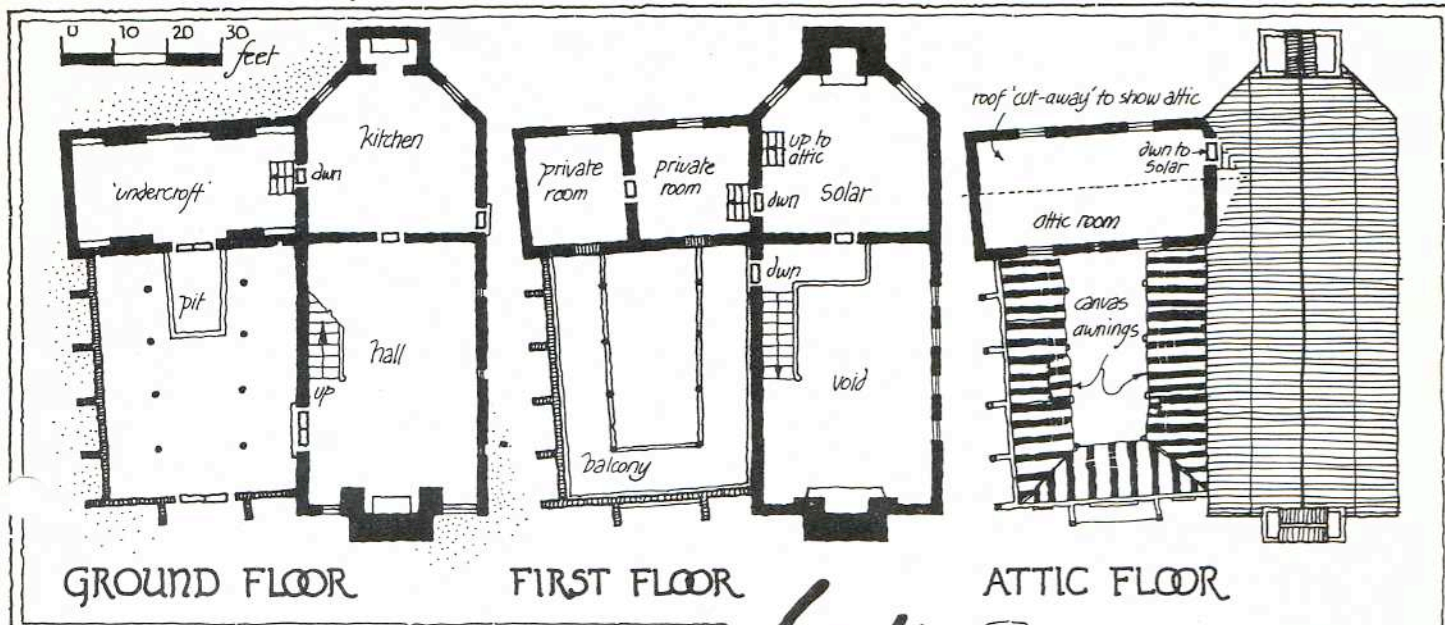
A successful performance may bring its own problems as if more than 150 gather to watch the District Militia will arrive in 1d4 turns to ask them to move along. In the meantime, the performers may find that they have upset a few travellers and traders by blocking the streets. Similarly if more than 200 copper coins are thrown then the local beggars and thieves will 'help' the PC remove them at the rate of 1d20 coins per melee round until the remainder are removed.

PC Breakdancing: A more entertaining way of achieving similar results is to get the player to describe the performance the character is going to give (make sure it's something possible), and then to act it out in front of you and the other players. You can then score the performance on a scale from 1 to 20 and multiply that score by the character's charisma to get the number of copper pieces thrown.

PELINORE

THE CITY LEAGUE

Deep in the heart of Pelinore has grown the City League, a mighty hive of humanity, offering everything an adventurer could desire. Each month *IMAGINE* magazine presents a few buildings from within the City; describes their inhabitants; and offers one or two ideas for adventures. This provides an ideal campaign base for the DM who can collect these articles and steadily build them up into the most comprehensive campaign setting available. Copy them, or cut them out and store them in a ring file — and you need never be short of an idea for a City encounter again.



14 THE COCK O' TH' WALK TAVERN by Graeme Drysdale The Rules

Know then, o warrior, that these are the rules of combat:—
 pay 5 gold for the honour
 enter the arena naked and weaponless
 forswear foul wizardry
 fight until your foe yields or cannot provide defence
 defend your name each day
 the value of transgressions will taken out of your hide
 so fight on, be daring and may Crom spit in your eye

The Cock o' Th' Walk Tavern is an establishment jointly owned by two brothers, Arbal and Asakrin Stoutheart. The tavern has been the family business for generations, providing satisfactory meals and beverages at reasonable prices year after year and, consequently, bringing in enough wealth to keep the occupiers comfortable. However, when the brothers took over the management after their father's death, they introduced a new source of entertainment, legal yet dangerous, which has made the tavern unique and one of the most enjoyable drinking houses in the League.

For five years now the tavern has had a champion, the 'Cock o' Th' Walk'. Shortly after dusk, each evening without fail, the 'Cock o' Th' Walk' enters the arena within the tavern and takes on an individual in hand-to-hand combat. Whilst the preliminaries are observed, hundreds of gold

pieces change hands in bets, side-bets and side-side-bets. The victor is awarded the Golden Cockscomb as a trophy and bears the title 'The Cock o' Th' Walk', but must return the following evening to defend the title against further opposition. The victor also gains the fight money paid by both contestants and on first becoming the champion may drink at will in the inn. The current champion, undefeated for an unprecedented seven weeks, is Ungol the 'Orrible' (14f).

AD&D game: contestants may use the pummeling, grappling or overbearing tables (DMG pp72-3); the normal combat tables, counting Ohp as unconscious rather than dead; the rules from the Companion Set; or the new rules in DRAGON® #83.

D&D game: contestants should use the unarmed combat rules from the Companion Set; the wrestling rules from module X2 or the normal combat rules, counting Ohp as unconscious rather than dead — fists doing 1d4 points of damage (plus strength bonuses), unconscious contestants recovering in 1d6 turns.

The tavern sells most types of food and drink, even if the quality is not what it might be. Although usually busy, from dusk until midnight the place is totally packed out. Brawls are quite likely to break out due to all the hustling and bustling that takes place. Also, undesirables like Bando and his friends (14g-i) and Hishael (14j) frequent the premises. There is a 25% chance on each visit to the tavern that someone tries to pick a character's pocket. Security in the tavern is maintained by the staff (14c-e) and the owners (14a&b). They will deal with miscreants vigorously and will insist that weapons (except daggers) and shields are left with the staff.

Workers at the Inn

14a Arbal Stoutheart; M; F4; L/LN; Shortsword; AC 7/8; hp 20/28

- H
S 16 Red silk shirt, brown trousers, red sash round waist
I 12 Joint owner of Cock o' Th' Walk Tavern (14)
W 10 Jolly, talkative and hard-working
D 16 Brother of Asakrin (14b)
C 9
Ch 11

14b Asakrin Stoutheart; M; F2; L/LG; Dagger; AC 8/10; hp 12/17

- H
S 15 White shirt, pale grey waistcoat, grey trousers
I 12 Joint owner of Cock o' Th' Walk Tavern (14)
W 14 Small and stocky, red faced, kindly but firm
D 14 Brother of Arbal (14a)
C 15
Ch 10

14c Isabel; F; F3; L/LN; Mace and dagger; AC 6/7; hp 12/16

- H
S 12 Padded leather jerkin and leggings
I 13 Barwoman/bouncer
W 8 Generally unhelpful and only interested in herself (and money!)
D 15 Sister of Hishael (14j) whom she dislikes, knows Ungol (14f), believes Surreal (14h) stole back a ring she bought from him and wishes to betray him to the District Militia
C 14
Ch 14

14d Calvorn Chaospreacher; M; F4; C/CN; Mace and dagger; AC 5/6; hp 18/23

- H
S 15 Leather trousers and jerkin hidden beneath a green cloak
I 10 Barman/bouncer
W 11 Believes only in freedom and individuality, hates law and makes sure everyone knows it
D 16 Friendly with Ungol (14f)
C 12
Ch 12

14e Dalin 'the Dour'; M; Dw5/F5; N/N; Mace and dagger; AC 8; hp 30/43

- D
S 17 Grey shirt, leather waistcoat, gloves and leggings
I 9 Bardwarf/bouncer
W 10 Quiet, sombre, dismal and completely, staggeringly boring!
D 8 Brother of Shoril Gemcutter (16a), has known Bando (14g) since he was little though they are hardly friends
C 17
Ch 8

Regular visitors to the Inn

14f Ungol the 'Orrible'; M; F6; C/CE; No weapon; AC 6; hp 40/56

- H/1/2 O
S 18⁸⁶ Grey loin cloth (outside the arena: **platemail +2** over grey shirt and trousers - ACO, **broad sword +2**)
I 9 The Cock o' Th' Walk (normally Myrmidon)
W 7 Tall, ruthless, utterly depraved, capricious, fearless - all-in-all a splendid chap
D 18 Independent, few friends and no family; Ungol is a magnificent brawler; in the AD&D game he gains 10% on the base score to hit and 15% on the damage done (or +2 if normal combat rules are used); in the D&D game +2 to hit and damage
C 17
Ch 4

14g Bando Bushfoot; M; T6; N/N; Shortsword +2; AC 7; hp 14/27

- H/1/2
S 11 Brown cloak and trousers, white shirt
I 15 Sharper/Filcher
W 8 Jovial, bright-eyed and intelligent, but gambles without using his brains - and always loses
D 17 Son of Goldy and Haifo Brushfoot (17a&b) the cobblers (17), member of the local thieves' guild, knows Dalin (14e) and Shoril (16a) who is his parents' neighbour
C 16
Ch 10

14h Surreal; M; T4; C/CN; Longsword, dagger; AC 6; hp 11/16

- H/E
S 16 Tall, slight, handsome, wears green cloak, grey shirt with white sash, green trousers, green cap
I 13 Burglar/Robber, also a fletcher
W 8 A real heart-breaker
D 18 Member of the local thieves' guild
C 12
Ch 15

14i Eskis Coldbone; M; T3; C/CE; Longsword; AC 5/6; hp 16/20

- H
S 17 Evil-looking; wears leather trousers, grey fur jacket, fur cap, brown shirt
I 8 Robber/Cutpurse, also a hunter and furrier, bounty hunter
W 5 Stupid, vulgar and smelly
D 16 Independent operator, infamous amongst rangers due to his hunting activities, knows many hunters and bounty hunters
C 16
Ch 9

14j Hishael; F; MU6; N/NE; Dagger +1; AC 6/2; hp 27

- H
S 14 Stunningly good looking; wears silk laced skirt in white and gold, gold headband, **dagger +1**,
I 17 **AD&D game: bracers of defence AC6, wand of fire (12 charges), scroll bearing 1-(23), 2-(23), 3-(18)**
W 12 **D&D game: wand of fire-balls, scroll bearing 1-(12-10,11)**
D 18 Witch/Magician
C 16 Crafty, malignant and very, very dangerous
Ch 18 Sister of Isabael (14c) whom she dislikes, knows Safrine (9e)

Spell Book: D&D 1-(1*, 6, 8, 9, 11*, 12)
2-(1, 3, 5*, 6, 9, 12*)
3-(6*, 9*, 10, 11)
AD&D 1-(2*, 3*, 8, 9, 16*, 22, 25*, 30)
2-(2, 5, 9*, 10, 15, 24*)
3-(16*, 22*)

14k Anatol; M; F6/R6; N/NG; Longsword +2; AC 3; hp 40/51

- H/1/2
S 17 Tall and wiry; green-stained travel cloak concealing **chainmail +2, helm, scroll of protection from lycanthropes, boots of speed**
I 14 Myrmidon/Guide and bounty hunter
W 15 Shrewd, worldly wise, very neutral (good), hopelessly enamoured of Hishael (14j)
D 12 Knows Hishael (14j)
C 16
Ch 13

PLOT LINES

1. Why does an attractive, talented and powerful woman like Hishael spend her time in a dive like this; why does Anatol follow her; what have the mysterious Knights Ocular to do with it all? Someone, somewhere will be looking for answers — and someone to find them! The truth is that Hishael is luring attractive men (Ch15+) to her rooms (using spells if necessary) where she kills them, loots the bodies and uses the remains to concoct potions and poisons. She is being watched by Anatol who often thwarts her plans (the chance of her approaching an appropriate man is 75%, the chance of Anatol subsequently foiling her is 50%). Anatol has been hired by the Knights Ocular through a mysterious go-between; in fact he is supposed to have eliminated Hishael on behalf of the Knights, but because of his feelings for her is failing in his duty. He is very frightened that the Knights might come looking for them both.

2. If Dalin could be persuaded to talk, what secrets could he tell of the cellars beneath his brother's shop? Once those cellars housed prisoners; men and women with maps to hide, evidence to lose, treasure to bury for later recovery. Shoril isn't going to want to find strangers in his cellars, and with the courthouse right next door he won't be slow to call for help.

3. Sooner or later, Isabel is going to overcome her reserve, and challenge Surreal about that necklace. Or will she be looking for an ally to do the dirty work for her? And just what will the other occupants of the Tavern do when a loud brawl breaks out....



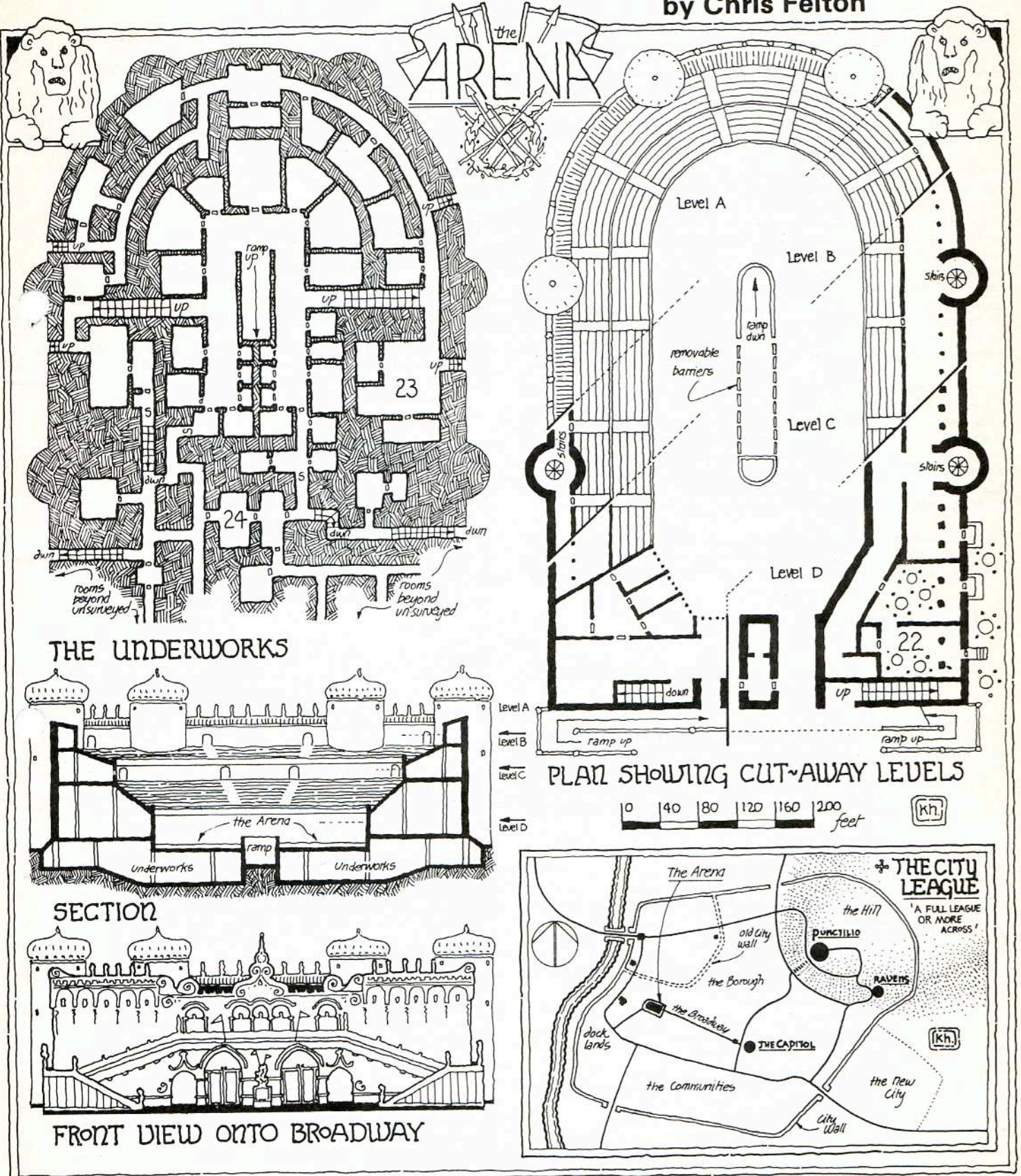
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PELINORE



THE CITY LEAGUE

21 THE ARENA by Chris Felton



Situated at the north-western end of the Broadway so that its great pillars face the Capitol down the Broadway's length, the Arena is the centre of the city's sporting life. It is one of the few places in the League where the law against gatherings on festival days does not apply, and its Games are consequently heavily attended. Attendances have dropped, however, since the calendar change reduced the number of festivals, and because smaller arenas have appeared elsewhere in the City League (and in some towns in Cerwyn). Each district has its own arena, known by its district name (Borough Arena, New City Arena, etc), but throughout Pelinore this place is known as *the Arena*. Since running it is an expensive business, it is quietly subsidised by the Katar — a populace sated on vicarious thrills in the Games is less likely to be troublesome!

Games include man-to-man and man-to-monster combat; chariot, horse, monster and foot races; and execution by monster. Only Religious Orders now condemn blasphemers to death this way as the Secular Courts prefer quieter and quicker methods. The convicted prisoner is thrown naked into the Pit with a hungry beast. Traditionally, if the prisoner single-handedly defeats the three toughest monsters available, then he or she is set free (the chief prosecutor in the trial is then thrown to the beasts in exchange). These combats are called the Three Trials. Currently the Third Trial is an eight-headed hydra and as a consequence no-one has survived the Trials for some time.

Within the Arena's confines are several enterprises that provide for the needs of the crowds, including two taverns, Zalu's (22) and Quarl's (23). On big days the place swarms with amateur and professional bookmakers (punters must seek their own redress against cheats as, technically, gambling isn't allowed). Beneath the building are housed the gladiators and monsters. The gladiators are a mixture of professionals and unwilling conscripts, all receiving regal treatment before a contest. Also in these Underworks are an armoury and a forge. Beneath the Underworks is the home of a Chapter of a Secret Cult (24), and beneath that are further chambers, long forgotten. The map (drawn by Ograffa the Mapmaker) shows only those areas that are known, although it is rumoured that other, more extensive, maps do exist.

Entrance to the Arena is by a series of doors that can be shut firmly when the Arena is closed or full. At one end is a special area reserved for the Katar, and beside it are prestige booths let out at Marrik's discretion. In theory it costs 250gp a day but in practice this sum can be multiplied as rivals vie to hire them. Other seats vary in price from 1sp to 100gp depending on how near to the action and the Katar they are. There is no better way of impressing business partners or country cousins than treating them to good seats at the games.

Of the following characters 21a & 21b live with their servants on the unmapped top floor of the Arena, the others unless otherwise specified live in varying degrees of luxury and squalor in the Underworks.

21a Marrik Calazar; M; C5; N/LE; Staff; AC 9/10; hp 20/25

- H
S 11 Middle-aged, dark haired, blue tunic, white trousers
I 15 Arena manager and secret curate
W 13 Obsequious perfectionist, always seems worried by something
D 9
C 11 Has met the Katar and is on terms with much of the nobility due to favours he can grant with seats; knows the Secret Chapter (24) of which he is a senior member; keeps his religious background concealed and consequently would only learn spells in extremis or specifically for a function
Ch 13

21b Aethelron Verthill; M; Fr5; N/LN; No weapon; AC 9/10; hp 15/21

- H
S 10 Young, blond, muscular; wears tight trousers and silk shirts open to the waist
I 14
W 15 Arena manager's assistant
D 10 Vain, self-important, boring
C 10 Known by much of the nobility; very friendly with Erriados (21d); member of the Secret Chapter
Ch 8

21c Tarraneg; M; Fr7; N/LN; Unarmed; AC 9/10; hp 17/24

- H
S 18 Massively built eunuch usually decked out in bright silks and heavy-duty boots
I 17
W 12 Manager of the Underworks
D 11 Martinet, cold, cruel, loves kittens
C 10 Revered among games fans, invited to nobles' parties (he rarely goes); knows of but shuns the Secret Chapter
Ch 14

21d Erriados the Charioteer; M; F7; N/CN; Whip; AC 9/9; hp 49/63

- H
S 16 Young, clean-cut, handsome; affects a thlight lithp which with his silky clothes makes him appear a top; carries a jewelled riding crop when not using his whip
I 13
W 13 Charioteer
D 16 Hard, ambitious, cunning, ruthless
C 15 Knows wilder sons of many nobles and Aethelron (21b); his history is shrouded in mystery and although he has noble bearing he never speaks of his past; the best charioteer known
Ch 13

21e Ell Mestikor; M; F5; N; Dagger (Arena: net & trident); AC 8/9; hp 35/40

- H
S 17 Aging and much-scarred; bright, cheap clothing
I 10 Gladiator
W 12 Convivial and happy except when viewing his future
D 15 Known by gladiators and in most of the nearby ale-houses; having spent his purses and with his strength waning he will now do almost anything for enough money to allow him an honourable retirement, even facing the hydra....
C 15
Ch 10

21f Aqop; F; F12/B9; N/CN; Battleaxe ('The Divider'); AC 5/6; hp 78/102

- H
S 18⁴¹ Archetypal barbarian, huge and bronzed; wears furs, leathers and feathers to enhance her savage appearance
I 9 Gladiator
W 7 Wild, fun-loving, practical joker, heavy drinker, very superstitious
D 16 Very famous, some acquaintances but no friends as she trusts only The Divider; once a slave, Aqop liked the Gladiatorial life so much she has stayed on and is now a prime attraction
C 18
Ch 9

21g Sir Follor of the Ridge; F; F7; N/LN; Longsword; AC 8/9 (Arena: 4); hp 45/55

- H
S 17 Tall, elegant, sumptuously dressed
I 9 Gladiator
W 8 Formal, serious, modest, preoccupied
D 15 Many fighting acquaintances but will not admit to knowing anyone! Sir Follor considers himself a cowardly failure following an error of judgement during battle — now he fights to rid himself of this self-inflicted ignominy
C 15
Ch 14

There are many other gladiators that fight in the arena, the ones listed above are simply the most able and famous. Most are captives of low level who fight to free themselves; but some are professionals who seek their fortunes in this desperate game. There is little petty jealousy amongst these stalwarts; their business is grim and they share a fatalistic camaraderie.

To assist Tarraneg (21c) there are nearly a dozen animal handlers who are specially trained to get the beasts safely into the arena and to patch up the wounded ones afterwards. They are all fighters of levels 3-5 with low intelligence and average hit points.

Around the arena are 50 men-at-arms divided into 10 squads. Each squad is led by a "Captain" (F4, hp 30/35). The men are levels 1-3 with average hit points. All are armed with longswords, nets and spears. They are ruthless and are quick to call on outside assistance if they get into trouble. Due to the special esteem with which the Arena is held, serious troublemakers will be dealt with by the Knights Ocular (IMAGINE magazine #19 pp10-15).

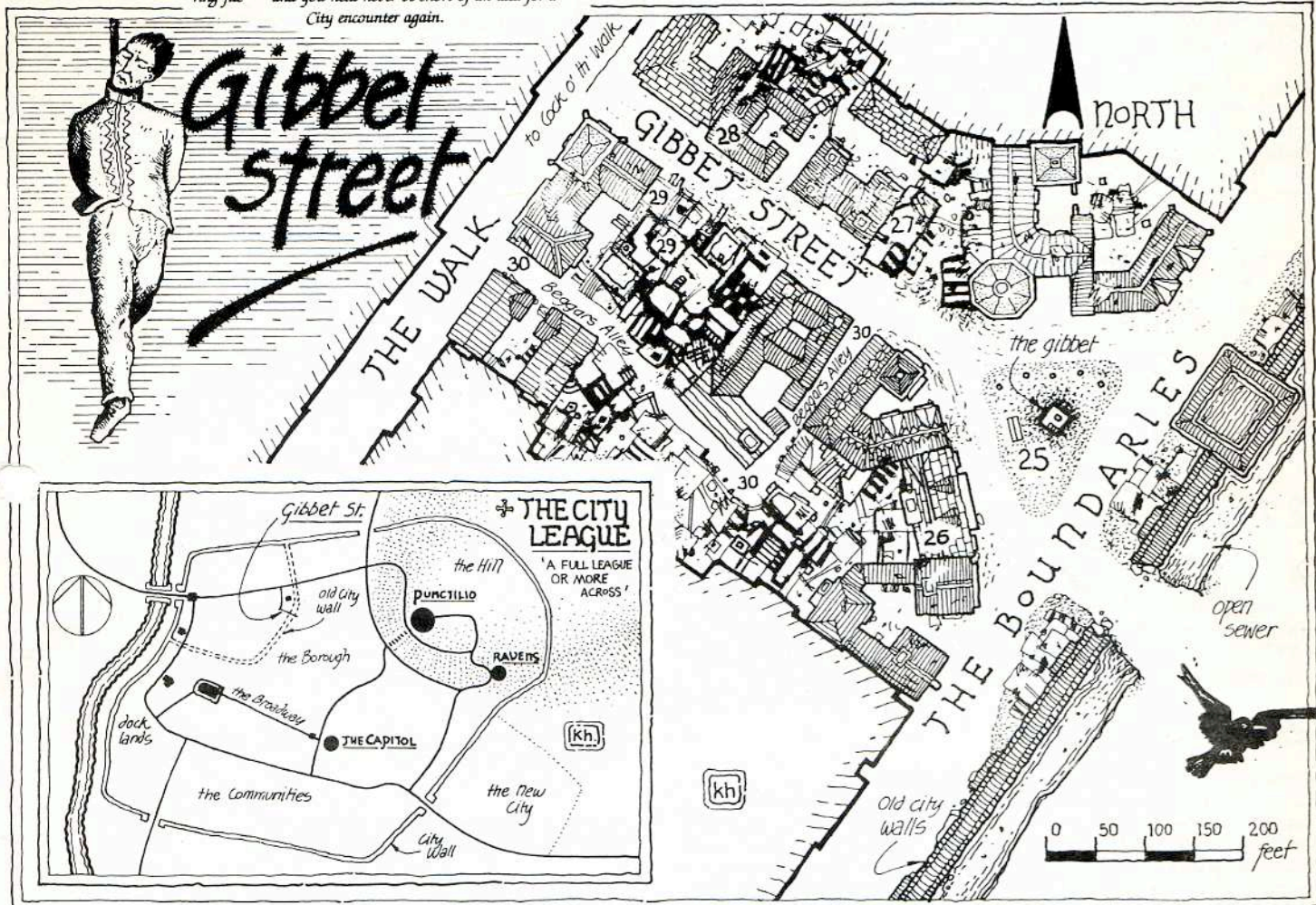
To complete the staff of the Arena, over a hundred assorted slaves and servants are controlled by Cossa Orkil under Tarraneg's watchful eye. They do most of the everyday work, and when the Arena is open, serve food to nobler viewers (a particular favourite being boar's tripe fried in auroch's dripping).

When the Arena is open, the opportunities for enterprising player-characters are virtually endless. The public areas will be filled to overflowing with people of all races and professions. In particular, thieves will find the environment perfect for earning a little dishonest money, while clerics from all the major religions will be found trying to persuade honest gamblers, hoydens and cutpurses to mend their ways.

PELINORE

THE CITY LEAGUE

Deep in the heart of Pelinore has grown the City League: a mighty hive of humanity, offering everything an adventurer could desire. Each month IMAGINE magazine presents a few buildings from within the City; describes their inhabitants; and offers one or two ideas for adventures. This provides an ideal campaign base for the DM who can collect these articles and steadily build them up into the most comprehensive campaign setting available. Copy them, or cut them out and store them in a ring file — and you need never be short of an idea for a City encounter again.



by Brian Garrod

Gibbet Street is in one of the oldest and most squalid areas of the city. The inhabitants are very poor and most of them suffer from illness or inability. The most common means of turning a penny are peddling, begging, trickery and straightforward theft. The main feature of the street is the gibbet — still used for unofficial hangings. This gibbet, its frequent occupants and the standards of behaviour of the residents mean that this is an area usually avoided. It was not always so, as the street has seen better times, though they were long ago. Now the paving is cracked and mud and dirt lie everywhere. Beggars Alley leads off from Gibbet Street and curves round to meet the Walk (14). Once it merely provided a rear entrance to some of the houses on Gibbet Street now it is one of the most dangerous thoroughfares in the League. If the beggars, drunks, pimps, thieves and assassins don't get you then you'll probably contract a deadly disease from the piles of uncleared sewage. There are two rules and two rules only observed by all the inhabitants of this area. The first is that no-one shall touch a victim of the gibbet and the second is that no-one shall touch or desecrate the death-masks hung on poles by the gibbet. Woe betide any stranger who breaks these rules as the only punishment in these parts is death by hanging!

25. The Gibbet and the Mask-Poles

At the end of the street stands a gibbet. Stark and bare, its very shape is a brooding menace. Because of it the whole street seems to be in permanent shadow. It is dominant far beyond its size. Alongside it are five mask-poles upon which hang the death-masks of recent victims. These are horrible enough in principle, but their manufacturer — Daxol (26a) — is so skilled they take on an unwholesome menace of their own. Their presence casts a pall of gloom on an already unhappy scene.

26. Mask Workshop

A great tradition of the City League is the death-mask. Even convicted criminals are accorded the honour and this mask shop prepares masks for those hung on the gibbet. Making a mask is a highly skilled job and — carefully applied with make-up — it is almost indistinguishable from life. The process involves pouring hot wax over the face to be copied, so only dead faces can be done. Copies of masks can be bought for 20gp but the knowledge of how to apply the make-up correctly can only be bought for a minimum of 250gp — assuming Daxol Nabrish likes you.

26a Daxol Nabrish; M; T7; N;

- Dagger; AC 7; hp 21/32
- | | | |
|----|----|---|
| H | | |
| S | 12 | <input type="checkbox"/> Willowy, old, brown clothing with short leather apron |
| I | 13 | <input type="checkbox"/> Mask-maker and Pilferer/Sharper |
| W | 9 | <input type="checkbox"/> Tight-lipped, tight-fisted, suspicious |
| D | 17 | <input type="checkbox"/> Knows the local militia and court (they don't know he's a thief); member of the local thieves' guild; no friends; father of Arandul (26b) whom he watches through the window |
| C | 15 | |
| Ch | 6 | |

26b Arandul Nabrish; M; T4; N/CN;

- Shortsword; AC 7; hp 16/20
- | | | |
|----|----|--|
| H | | |
| S | 8 | <input type="checkbox"/> Cheerful countenance; green clothes, red cap with feather |
| I | 13 | <input type="checkbox"/> Burglar/Robber and part-time minstrel |
| W | 8 | <input type="checkbox"/> Arrogant, proud and quick-witted |
| D | 17 | <input type="checkbox"/> Member of the local thieves' guild; Arandul sits singing by the gibbet picking the pockets of passers-by; if detected he flees to Beggars Alley; son of Daxol (26a) |
| C | 16 | |
| Ch | 16 | |

27. Mandren the Lunatic

Mandren's hovel would appear unoccupied were it not for the foul smell and unholy noises that come from within. Mandren spends most of her life eking out a pathetic existence selling water. Periodically she has fits that cause her to rant and scream and assault anyone within reach. During these fits the locals often call in guards from the nearby madhouse to restrain her. This is not a popular job as Mandren trained as a magic user and on a scrap of paper hidden in her hovel she has the spell **stinking cloud** and periodically her lunacy takes the form of learning this spell and casting it up and down the alley. Those who save against the spell and stagger out of the cloud (taking a round to recover) will get mugged as they emerge!

Basic - Stinking Cloud - New Spell (second level): casting the spell causes a cloud of foul fumes to appear of area 20'x20'x20' that lasts six rounds per level of MU. Anyone in the cloud must save vs Poison or lie helpless, retching for 1d4+1 rounds. Those who save run out of the cloud but must spend one round helpless recovering from the fumes.
Range: 30' Duration: 6 rounds/level

27a Mandren the Lunatic; F; MU3; C/CN;

Bite (D1-4); AC 9/10; hp 12

- H
S 9 Dressed in loose, filthy, torn rags; wild eyes and hair; would be beautiful if cleaned up and tamed
I 4 (16) Water Seller, Conjuror, Lunatic
W 3 (9) Stunned and sullen but coherent and reasonable between attacks
D 11 No-one admits to knowing her but rumours abound that she is the sister of a high-born lady
C 16
Ch 14

27b&c

If the asylum has sent any guards to look after Mandren they will be Gragen Axbow (F4 hp18/26 AC5 Broadsword) and Lolden Beltow (F3 hp16/18 AC5 Longsword). These are basically honest types who are well known locally and somewhat respected as they do not interfere unnecessarily in local activities. Visitors looking to them for aid are likely to see them whistling casually and examining carefully the eaves of a nearby building. Both love money, however, and (tragically) Gragen loves Mandren.

28. Weaponsmiths

Once a thriving business, this weaponsmith's shop is now boarded up with 'For Sale' signs on it. The two weaponsmiths (Dokas and Milly) were murdered by their scheming daughter (Negalmis) who later disappeared in mysterious circumstances. No-one locally dares enter the premises as they are rumoured to be haunted. As a consequence most of the stock remains, stacked neatly in the store, including 2 longswords +1, 4 daggers +1, 1 scimitar +2 and 4 darts +2. Unfortunately the building really is haunted as Dokas and Milly have become wraiths and Negalmis has become a spectre. For those who are interested the title deeds can be bought from Daxol Nabrish (26a) for 7500gp. If players reopen the shop they will discover that Negalmis was not much of a business woman as she died owing over 2000gp in various debts to local traders.

29. The Friendly Neighbours

Wadren is a teenager whose parents have recently died leaving him the house they lived in but little else. He is struggling to make a living breeding pigs — not without success. His next-door-neighbour, Holman, covets these pigs and Wadren's house. Holman sometimes resorts to stealing Wadren's piglets, killing them and selling them. Often Wadren manages to rescue them. It is quite likely a party walking along Gibbet Street will observe this ritual being acted out. Holman chasing Wadren (who is clutching a piglet under his arm) down the street and shouting, "Stop, pig-napper! Stop that boy!" Wadren will swear his innocence and is bright enough to call on the Butchers Guild Militia (who know him) to come to his aid if a party should side against him.

29a Holman; M; F3; C/CE;

Longsword; AC 7/8; hp 14/17

- H/1/2
S 16 Portly, ugly; mauve smock and brown breeches
I 10 Layabout and slob, Swordmaster/Swordsman
W 11 Convincing liar, ingratiating, smarmy, covetous, quick tempered and rude
D 9 Not the sort to have many friends
C 9
Ch 5

29b Wadren; M; Fr1; L/NG;

No weapon; AC 9/10; hp 3/4

- H
S 12 Slight, scruffy; yellow smock
I 14 Pig-breeder
W 11 Pleasant, wary, determined, ambitious
D 13 Well known locally
C 9
Ch 11

30. Citizens of Beggars Alley

Up and down the alley many unsavoury (and some dangerous) people ply their trade. Most of them are NM/FO, AC 9/10, 2hp, while the rest are a mixture of low-level thieves and first level freemen. They will be found leaning up against doorposts, squabbling over heaps of rubbish or lurking in shadows waiting for unwary travellers.

30a Budlock; M; F1; N;

Dagger; AC 9/10; hp 7/10

- H
S 11 Dishevelled brown rags, crutch; filthy hair tied in pony tail with string
I 14
W 9 Beggar
D 11 Convincing actor, greedy, amoral
C 15 Well known character down the alley; feigns pathetic lameness to beg alms and runs off cackling if any are given
Ch 7

30b Ishbone; M; E3/F-MU3; N/NE;

Longsword; AC 6/7; hp 10/12

- E
S 17 Tall, lean; wears green leathers
I 16 "Toll" keeper, Swordmaster Conjuror/Swordsmen-Conjuror
W 6
D 15 Cocky, short-tempered, brave and aggressive
C 11 Self-appointed leader of the local ruffians, Fit (30d) allows him this deceit; husband of Rarad (30c); ruthlessly exacts tolls from any who wander down the alley — the amount of toll varies according to the amount Ishbone thinks he can exact
Ch 12

Spell Book

D&D 1 (1*, 2, 4, 5, 6, 9, 12*) AD&D 1 (3*, 6, 12, 15, 16, 22, 29*)
2 (3, 4, 6, 7*) 2 (5, 6, 10, 12*)

30c Rarad; F; E3/F-MU3; N/NE;

Longsword; AC 9/10; hp 10/12

- E
S 12 Drab grey dress brightened by many coloured scarves
I 12 Swordmaster Conjuror/Swordswoman-Conjuror
W 13 Fickle, wayward, opportunist
D 13 Very well known locally; admired by all; wife of Ishbone (30d)
C 9
Ch 17

Spell Book

D&D 1 (5*, 7, 9, 10, 11*, 12) AD&D 1 (15*, 20, 22, 23, 25*, 29)
2 (2, 3, 4*, 8, 10) 2 (4, 5, 6*, 13, 22)

30d Fit; M; F6/A6; C/LE;

Poisoned dagger; AC -1/-2; hp 42/34

- H
S 12 Short and skinny; chain mail under grubby rags; eye-patch and white stick
I 13
W 10 Myrmidon/Killer
D 18 Shrewd, cunning, sophisticated, efficient
C 16 Known as a not-very-successful beggar; has connections with the Knights Ocular; in AD&D: leader of local assassins cell
Ch 8

30e Lara; F; T4; C/CE;

Longsword and garrot; AC 9/10; hp 11/13

- G
S 14 Squat, ugly and unpleasant; filthy rags; always wears dull red scarf to cover angry scar around neck from attempted lynching
I 7
W 6 Burglar/Robber
D 12 Mean, uncompromising, vindictive
C 13 Idolised locally as a vicious back-stabber; leads a small gang of gnomish thieves in smash and grab raids against shops in neighbouring districts
Ch 7

GUILDS IN THE CITY LEAGUE

Over the millennia the City League, like all societies, has developed a system whereby tradesmen and women have formed groups to protect their own interests. These groups are known as Guilds. A Guild is formed to perform three important functions. Firstly, and most widely advertised, to maintain standards of production and quality — this is not a spurious reason as the reputation of a guild is very valuable. Secondly to provide an environment in which young people can be trained in the arts and sciences of the trade. And thirdly to keep secret some of the more important skills so that the sanctity of the Guild is preserved. Most trades and professions are represented by a guild and it is a mark of the antiquity and stability of a society how extensive and effective its system of guilds is. It hardly needs saying that trying to find a non-guilded tradesman in the League is like looking for hairs on a beholder — there aren't any!

The guilds are of various shapes and sizes. Some, such as the Seamen, have thousands of members and lax discipline and short apprenticeships. Others, such as the Perfumers, have few members with tightly guarded trade secrets and apprenticeships of such length only gnomes or dwarves can spare the time. Likewise, the political influence of the Guilds varies; in the past the Courtesans, Cartographers and Thespians, have been so powerful as to attract the hostility of the Katar.

Listing and recording the huge number of guilds, much less categorising them, is a vast task. Felix Pursuivant of the Guild of Heralds did at least attempt it. The following are some extracts from that list.

Guilds Of The City League

Amalgamated Guild of Apothecaries and Alchemists

Their title is the guild members' idea of a joke. Even so this is a large and very important guild. So important that it has split into many factions and is sponsored by many nobles and merchants. Once every five years local guild fathers and mothers meet to discuss developments in their field. These meetings are simply an excuse for a grand slanging match — the real spread of information is by the regular movement of apprentices from master to mistress and back again through bribery and deals. Any magic user worth his or her salt has a hold over some member of this guild.

Assassins

Run on classic lines this guild is in truth a series of cells linked in some mysterious, unknown way. The Assassins are much weaker in the City League than in other comparable urban locations, however, since so many professional killers end up as members or hirelings of the Knights Ocular.

brewers

Although mostly concerned with normal brewing, the Guild also gets involved in the concoction of various arcane alcoholic potions used for diverse means by, for example, the Courtesans (qv).

Cartographers

A very small, discrete group who prepare maps and charts. Maps are usually available only on commission. The Cartographers have dozens of secret drawings and tomes that they use for their researches hidden away in a site known only to a few, very senior, members of the guild. They have close ties with the Courtesans (qv) and the Heralds (qv). Because of the powerful information they conceal the Cartographers are closely guarded and monitored by the Knights Ocular.

Courtesans

This large and powerful guild is steeped in antiquity and lore and is governed by rigid rules of conduct and discretion. It is said that no secret is unknown to the guild leaders. Because of this they work with two other guilds that control information — the Cartographers (qv) and the Heralds (qv). These three guilds are known within the League as the Triple Alliance and they wield huge amounts of power. The Courtesans also control several other, lesser, guilds such as the streetwalkers and the courtiers. They are extremely wealthy, and, at the top, benefit from the patronage of the Katar's court.

Heralds

Heralds are, technically, a subsidiary guild within the huge continent-spanning Guild of Messengers and Couriers. The Heralds maintain this fiction as it suits their purposes though they are actually an Honourable and Secret Order that pre-dates the City League and most recorded history. This is mostly due to the fact that the Heralds are responsible for recording history. They have vast stores in which can be found maps, charts, linealogies, dynasties and many, many forgotten contracts. They work closely with the Cartographers (qv) and the Courtesans (qv). See **IMAGINE #16** for more details.

Linkboys

Linkboys are the men and women who hire themselves out at night to light travellers and revellers home after dark. Although in appearance they are lowly and in behaviour humble in actuality they are an important link in the information gathering processes that permeate the League. Consequently they have connections with Assassins (qv), Thieves (qv), Courtesans (qv) and Heralds (qv) — though not the Cartographers (qv), who find them a little rough.

Locksmiths

Having split away from the ranks of the Farriers and Armourers, in a struggle that was something close to civil war, the Locksmiths have become the League's tightest-knit and most ruthless guild. By bitter experience, they have discovered that no-one will buy locks or other devices if there is any suspicion that another party knows the secret of that lock, or owns a duplicate key. As a consequence, the Guild exercises two policies. First, it runs a savage campaign of brutality and political corruption aimed at the Thieves' Guild. Second, there is an unbreakable Guild law that nothing is ever committed to paper, and many locksmiths have even learned the discipline of forgetting the details of a lock as soon as it is made. The Guild Militia of the Locksmiths is a barbaric organisation, notorious for the way it deals with members who flout this rule. Even so, there are individuals who will sell the right kind of information for the right price — if you know where to look.

Lorists and Sages

This is probably the most loosely organised of all the guilds as its members tend to be very independently minded people. Lorists and Sages tend to deal with non-political information (unlike the Heralds, Courtesans and Cartographers who deal with little else).

Scribes and Lexicographers

This guild controls all translations and writings. Their power has not been changed by the invention of maniacal contraptions that transfer writing mechanically as they have taken care to include the building and operation of all such machines within their control.

Thespians (including Harpers, Minstrels and Jesters)

This is another huge guild with branches sprawling hither and thither. It is not well organised or rigidly controlled and yet its leaders (and the leaders of the subsidiary Guilds) keep a close watch on how it behaves through a complex and efficient spy network. Much useful political information can be gathered by the Guild and so the Katar and The Knights Ocular (as well as the Thieves' and Assassins' Guilds) have their own spies planted within it.

A tradition of the City is that any adventurer who wants to ensure temporary notoriety should pay a Harper to write and perform songs that extol the buyer's bravery and virtue (irrespective of the facts). For as little as a few gold pieces, an 'off-the-peg' ditty can be amended to include the character's name in a tavern for an evening, but for a mere 1000gp, that same adventurer could have a 'made-to-measure' story sung throughout the inns and taverns of a whole district. It's a great way to 'advertise' that your services are for hire, and is in many ways the only way to get a commission from the Punctilio. Equally, for a similar sum, a rather less complimentary song could be sung about a rival in all the same places. It should be borne in mind that such songs could inadvertently draw the attention of undesirable elements to adventurers at awkward moments. Never have your story told when you need a few weeks of rest!

Thieves

The City is full of Thieves' Guilds, separated by area and alignment, divided by petty jealousies and bitter enmity, and hunted by the militias of rival guilds and the forces of the Katar. No two guilds have quite the same organisation, though most seem to be dominated by a single powerful character. One thing they do all have in common is a system of safe houses unique to that guild. A safe house is any place that will hide a fugitive thief who can provide the right password. They may be any normal trader's shop, or a private dwelling, and are normally identified by a symbol or mark visible from the street that can be recognised by a member of the guild. These properties will often have 'priest-holes' or secret tunnels. During periods of cooperation guilds may temporarily exchange information about marks or passwords — each changing their codes once the cooperation is ended — but woe betide thieves who try to take refuge in a house that does not recognise them!

Other guilds within the City League include:

Bakers, Butchers, Candlemakers, Chandlers, Charcoalers, Clogmakers, Clothiers (a direct subsidiary of the Cerwyn Clothiers Guild), Cobblers, Coopers, Embalmers (cremation is widely practised in most parts of the City these days, and this Guild is declining rapidly), Gladiators (not technically a Guild, but a Brotherhood of participating fighters), Glassworkers, Hideworkers, Innkeepers, Jewellers (the League's reputation for jewellery is legend), Limners, Litigants and Lawyers (a vast guild serving the hideously complicated legal system — see #18), Longshoreman, Masons, Mercantylers, Metalsmiths, Millers, Money-lenders (dominated by a dwarven hierarchy), Ostlers, Perfumers, Physicians, Pilots, Potters, Saddlers, Salters, Smokers and Picklers, Seamen (a powerful Guild, utterly loyal to the Katar), Shipwrights and Ropemakers, Spinners, Tentmakers, Thatchers, Timberwrights, Turners, Weaponsmiths, Weavers, Wheelwrights.

MONSTER MONEY

A new adventure format for the Pelinore campaign

In the last issue of **IMAGINE** magazine, details of the Arena were published, explaining how this, and smaller stadiums around the City League, were used for execution and gladiatorial contests. A particular favourite of the massive population of the City is to see lightly armed gladiators in combat with various nasty beasties. Several player-characters might find the life of the Arena something they can't resist, and will plunge into a career which will either vault them into fame and wealth as a favourite of the crowd, or will see them crippled or killed upon the sand.

It's a dangerous business. Sooner or later, the most successful gladiator is going to find the crowd beginning to tire of constant victories; tougher and tougher monsters will have to be fought, at ever increasing odds. And eventually there will come a time when a fighter's wealthy patron will fix up a match that is a little too much, and will bet on the opposition; and what price your fame and glory then?

No, for the smart adventurer, there is really only one choice. If you can't make money out of the Arena by fighting in it, perhaps you can find yourself filling another of its pressing needs.

Running an Arena isn't easy. Apart from controlling the staff and maintaining the buildings, there is the perennial problem of acquiring enough interesting monsters to please the masses — and eat the gladiators. Not only does this pose a problem to the Arena management, it also gives the DM a wonderful new opportunity; let the player-characters try to *capture* the monsters they meet instead of killing them, so that they can sell them to the Arena.

Using this format, those boring hack-and-slay sessions will be gone forever, as the players will be struggling to keep the monster not only alive, but in good working order so as to get the best possible price for it. Capturing a really tough, combat-worthy monster could be worth more to the party than the treasure it was guarding. You could even get the characters going on monster hunts, as they develop clever techniques for capturing particular beasts. As with all nice things, however, beware of letting things get out of hand — adopt these restrictions:

The Arena doesn't want boring monsters — who is going to pay to watch a bucket of green slime?

The Arena doesn't want super-powerful monsters — who is going to pay to get turned to stone by a basilisk?

The Arena doesn't want unfettered aerial monsters — who is going to pay to watch a harpie fly away?

The Arena doesn't want damaged monsters — who is going to pay to see the *coup de grace* given to a land shark on 1hp.

The Arena's rate of payment was strictly laid down by Enactment XXXIV, and is monitored by the court officials. The same rate covers all the Arenas in the City League, although it is common practice for the smaller, district arenas to cheat on the rate, offering as little as one third of the rate below. The DM should calculate payment with regard to the xp values of the monsters captured and the frequency with which the monster can be expected to be found in the locality. In the Advanced game, this can refer to whether the monster is common, uncommon, rare or very rare (unique monsters should never be captured, and DMs who allow it to happen should end up in the Arena having to face them!). In the Basic game, the DM will have to judge how rare a monster is before applying the modifiers.

The payment received is:

Common monsters	1/2 x xp value
Uncommon monsters	1 x xp value
Rare monsters	5 x xp value
Very rare monsters	10 x xp value

These payments should be modified by the amount of damage done at the time it is presented at the Arena. Calculate the percentage damage done to the monster and pay only that percentage of the maximum price.

Example: A neo-otyugh (rare)

* xp value = 1500 + 15/hp = 1500 + (15x54) = 2310xp

* monetary value = xp value x rarity value = 2310 x 5 = 11,550gp

* damage % = (actual damage / total hps) x 100 = (32 / 54) x 100 = 59.26%

* cash received = monetary value x damage % = 11,550 x 59% = 6814gp

This would probably be rounded off to 6800gp. The calculation process is exactly the same for the Basic game, except that the DM must estimate the rarity of the monster. Don't make them all Very Rare just to avoid displeasing the players!

The xp values for monsters can be found with the other stats in the **FIEND FOLIO® Tome** and **Monster Manual II**, on pages 196-215 of the **Dungeon Masters Guide** or calculated using the table on page 85 of the DMG. Basic game xp values are normally given with the monster stats, or can be worked out from the relevant table in the rulebook. None of the money received in this way counts towards xps (unless you are using a 'buying' system similar to the one outlined in **What To Do With A Dragon's Treasure** — **IMAGINE** magazine #17). The party should, however, get the same experience for capturing the monster as they would have had they killed it.

One last point. There isn't an unlimited demand for monsters in the Arenas. At each one that the party visits, the DM should make a roll to decide whether the manager is interested in the offer; perhaps allowing a 25% chance of the monster(s) being rejected. The adventurers will then have to sell elsewhere (and the smaller District Arenas will always cheat on the price), or make a sensible effort of disposing of the beast. And should they start making too much money from the enterprise, then the following gentleman and his numerous hirelings will doubtlessly take a very close interest.

31a Gross an Creer; M; F8; N; Battleaxe +3; AC -2/-1; hp 64/72

Dw	
S 17	<input type="checkbox"/> Massive brute, wears blue tunic and breeches, furs and chain mail+3, carries shield +2
I 16	
W 9	<input type="checkbox"/> Animal Procurer
D 8	<input type="checkbox"/> Selfish, thug-like, loathsome, but very shrewd
C 18	<input type="checkbox"/> Knows the buyers at all the Arenas and has the ear of several guild chiefs. Nearly everyone in the City will at least know his name
Ch 5	

31b&c Gross' two lieutenants will probably be the first to call, playing dirty tricks on the adventurers — loosing their captured creatures, wrecking their rooms while they are out. Nathes and Ryar of Kosre are T4, AC 6, hp 10/12, and use poisoned daggers if cornered.

Tom Kirby



PELINORE



THE BIG WIDE WORLD

INTRODUCTION

Thus far, **IMAGINE** magazine has mapped but a small part of that vast entity known as **Pelinore**. If you bought **IMAGINE Magazine Special Edition 1**, you will have two maps that show the County of Cerwyn, an area immediately beyond the City League; and the additional states within 100 miles or so of the City. Some details of these areas' social, geographic and political natures have been sketched out already, and your characters may already be out there, marching beyond Bereduth or the Cammarus See. Even if they haven't, sooner or later someone will ask a question about the nature of Pelinore that is so general that it defies our plan to grow out from the City League. This article, then, (and the one to follow, on the Deities of Pelinore) will try to give you, the DM, answers to the very basic questions about the world of Pelinore.



RUNNING A CAMPAIGN

There are two important points to be recognised here. First, these notes contain information which ordinary characters would not normally get to know. If you feel it is necessary to pass some of this information on to your players do so slowly and carefully. Second, where we give you information about the world which can be given to your players, you should remember that this is knowledge free of local perspective. Remember that truth is relative! If the characters ask questions you should make the answers consistent with their background and the place where they are currently staying. The world as seen from High Lygol is a very different place from that seen from the high steppes.

The way that a DM presents information about a campaign world is one of the most important elements in the success of that campaign; it is one of the key skills in being a good DM. Pelinore is being presented in such a way that could almost mirror the development of a character's own knowledge, moving out from the original base of operations. The DM should consider all his knowledge about the campaign world to fall into one of three categories. The first is that of common knowledge — for example, a character in the City League is going to know about the County of Cerwyn, and the way the law is administered in the League, and what languages are spoken commonly around him, even if this information hasn't been revealed to that player yet. Therefore, if a player requests information that his or her character can reasonably be expected to know already, tell that player there and then. This will include a wide spread of information of a basic kind — prices of common items, locations of important buildings in the City where the characters live, where things can be found and so on. Bear in mind what you, the DM, and the player have agreed about the character; if the character is the son of a merchant, he is very likely to know something about foreign lands, while the daughter of a lawyer will know how to go about hiring a lawyer for a trial.

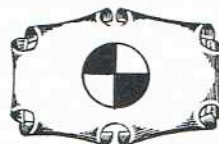
The second category is that of unobtainable information. Here you must be guided by the likely top-limit of the characters' experience levels. If your players are running 37th level mega-MUs, traipsing about the multiverse, then this category isn't going to include very much (what on Earth are you doing mincing around the City League anyway?). However, at 'saner' levels, the DM can consider all sorts of knowledge beyond the realms of any character in Pelinore. Thus, you can safely ignore all knowledge of celestial mechanics, nuclear fusion theory and the Creation. Because of the unique character of Pelinore, we are going to be ignoring the so-called laws of physics, and what have you. This is fantasy — forget what you know about the ways planets and stars move. So, for example, you can present the information that Pelinore is a flat world merely by stating that that is somebody's opinion, or is a commonly-held 'truth'. Whether it is or not doesn't matter — as far as the playing of the game is concerned, the world is (currently) flat.

That last statement contains information belonging to the third category: that is to say information which is not common knowledge, but is obtainable somehow. A low-level character might never have heard that the world is flat, but it is possible that such information will be gained one day. Likewise, characters learn about greater magic, foreign lands, new inns or new creatures. This information will come from personal experience, or from interaction with NPCs. The more obscure it is, the harder it should be for player-characters to discover it. If a character in a new town asks where the nearest tavern is, that needn't take long to discover, unless there are strange circumstances. If that same character wants to know where Worldheart is, the DM should start a lengthy chain of enquiry, with scraps of information from dozens of sources, at horrendous cost, and lots of false trails — assuming the DM wants the players to go looking for Worldheart in the first place. In dealing with information of this kind, don't be frightened to change the 'truth' according to the source of the information. If a character asks a L/LG priest what the meaning of life is, the answer will be very different from that given by a C/CE thief!

There is one additional complication to all this. Because we hope that you will use Pelinore as a base for your own ideas, as well as for all the material we publish, we have a policy of leaving certain areas 'blank', that is open for you to map and populate as you will. Thus far, we have designated three 'safe' areas, at three different levels of play, where we guarantee never to publish detail. There's nothing to stop you ignoring anything that we publish, of course, if it contradicts something that you have personally designed; but if you want to play safe, then drop your idea into one of the following: a) In the City League, all that area known as The Communities; b) In Cerwyn, the small towns of Amfleaf and Arncastle and the surrounding areas; c) Beyond Cerwyn, the area SE of the Sarpath mountains

To those three we are now adding a fourth — the continent of Aurianne. This continent is marked on the sketch-map of Pelinore; it is yours to do with as you will — we will never produce material for that area.

Think hard about what you tell players when you DM. All the information you possess is like a gigantic library, and anyone ought to be able to get at it if they know where to look. This is one of the main pleasures and chief penalties of running a campaign — deciding what categories of information there are and how to leak it in a manner likely to pique the curiosity of your players. If you do a good job, the players will think that they are determining the course of their adventures and you will have a first class campaign. If you are using the City League you do have a large advantage, as there are many libraries that, as DM, you could have the players visit if there is something in particular you think they need to know. Their existence means that information about the world, its history, geography, politics, and population can be presented to the player characters at a reasonably early stage if you want.



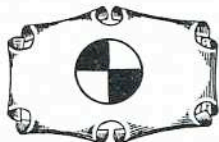
THE NATURE OF THE WORLD

Unlike any other gaming environment, Pelinore is much, much more than just a world. It is a symbol of the central struggle of Opposites. Law and Chaos, Good and Evil, Beauty and Ugliness, Happiness and Misery; more than just a battleground, it is often the very battle itself. Throughout Pelinore, struggles for supremacy between these Opposites are taking place. Sometimes the struggles are major events sweeping across continents, sometimes they are private battles in mountain fastnesses. Characters could live out their lives unaware of any of this or be involved as prime movers.

Philosophers and Sages who have studied these matters know that Harmony is the route to peace. In order to achieve Harmony the

Opposites must reside side by side in tolerant mutual acceptance. This is not the way of many, not least the gods! Each group of gods has a vital interest in the maintenance of their own extreme — be it law, chaos, good, evil or whatever — and only those who are truly neutral recognise the need for Harmony.

As can be seen from the map Pelinore is a big place. As DM you will need to be aware not only of the relative positions of named sites but also of how to discuss them with your players. It spoils the fun if you simply present them with a map; the best way to do it is, after you have placed your own designs where you want them, to 'leak' geographical information to the players based on what they can actually see or gather from local NPCs. The map on the opposite page is far too big ever to be used as a playing map, it can only serve as reference, and we will be filling in the 'blank' areas, concentrating on those parts of the world within easy travelling distance of the City League at first. Keep it clearly in mind when thinking about the World of Pelinore. And don't forget that the continent of Aurianne, just a hop, skip and a teleport away from the League, is yours to develop.



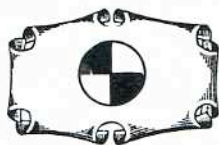
WORLDHEART

Over the years tales of a place called Worldheart have reached the ears of the wise. Rumoured to be precisely at the centre of Pelinore, Worldheart is said to be Harmony itself. These rumours are given credence because they seem to be borne out by the facts. As the centre of Pelinore is reached life becomes more Harmonious (and less exciting for adventurers). As the rim is approached so Harmony disappears, giving way to outbreaks of absolutes — areas of total chaos or order, good or evil, or strange mixtures of extremes. This is adventureland, and the parts of Pelinore we will be exploring are to be found here.

Some insist that Worldheart actually exists whilst others maintain it is merely a metaphysical place — to be dreamed of but never reached. Inevitably many have set off in search of this fabled spot, but if any found it is not known; none have returned to tell their tale. Indeed, it is not certain that a normal adventurer would recognise it. For such a normal adventurer would find this place completely incomprehensible having been brought up in a world where there is so little Harmony in anything. It is possible that only adventurers approaching true personal Harmony (some ascetic Druids, perhaps) would recognise, and thus see, Worldheart. One can even imagine a robust mixed group of players walking straight through the place and never knowing!

As some kind of abstract goal Worldheart is meaningful, but no adventurer could seriously expect to find it; so we, as designers, have no intention of defining it. It is there to provide background and reason to the strange alignments and ambitions of the inhabitants of Pelinore. By all means let your players and NPCs discuss it and seek it; but remember that those that approach the kind of mental attitude needed to see it would gradually stop wanting to — for all the usual reasons of greed and mayhem, anyway.

Around Worldheart grew up the Perfect Kingdoms, realms where it is said only the exalted may walk, though they walk with the Seven Great Kings. Further from the centre are other lands, from massive Empires to small Principalities, and beyond them still more lands, and seas, and yet more lands. And at each remove from the centre, from where Harmony is, other forces gain temporary dominance, and life is more precarious. One such place is the area of those states known as the Theocratic Principalities, where everyone follows a Lawful/Lawful Good alignment. Eventually, it is said, there is the Rim, where absolutes reign, allowing new forms to venture into existence. It is adventure incarnate, a frontier beyond which even the gods cannot remain unaltered....



GEOGRAPHY of PELINORE

Pelinore is designed to accept the ideas of thousands of gamers, therefore it has to be large. Just how large though.... well, what mere mortal is ever going to be able to map it all? The commonly accepted wisdom of the greatest (and most expensive!) sages in the City League is

that the world is like a plate with a ragged edge. From Worldheart to the closest point on the Rim is impossible to measure — is it constant anyway? — but, at the very least, the distance must be many thousands of leagues. Likewise, no-one has ever managed to find out how deep the world is, but there must be a reasonable amount of substance under the surface, or a few more miners would have disappeared.... (incidentally, many Dwarves believe in a God of Miners who waits on the other side with a net).

Quickly through a few basics. Yes, there is gravity (but not always — and not always to the same extent or in the same direction!); yes, there is an atmosphere, several miles high; yes, there are volcanoes, tapping a huge well of magma beneath the surface of Worldheart itself, and channelled through ducts to the outer lands; yes, there are stars, and one of them acts as a Pole Star for the measurement of direction (although some churches prefer to use maps that accept only Worldheart as a fixed point, no matter how distant). Climate works very differently, with centres of energy around which pressure centres are formed. Weather conditions tend to be very localised, particularly close to the Rim. The climate is stable and boring at Worldheart, growing progressively wilder and more interesting further out. The area around the City League is fairly temperate, with a high pressure centre to the south-east in the Steppe country, and a low pressure centre off to the west over the sea. Because these centres 'pulse', there are 'seasonal' variations of a sort. In 'winter', the wind is westerly, wet and very cold, while the 'summer' sees week after week of a monotonous hot wind known as the Sarpathic, after the range of mountains it passes over.

The City League lies between Worldheart and the Rim though as no-one your players is likely to meet will know exactly where, it will be easy for you to be indefinite. The geography of the area immediately around the City League and the County of Cerwyn is shown on the map in the IMAGINE Magazine Special Edition #1. It is reasonable to assume that most of this area will be vaguely known by most player-characters, and that their birthplace is likely to fall within its bounds.



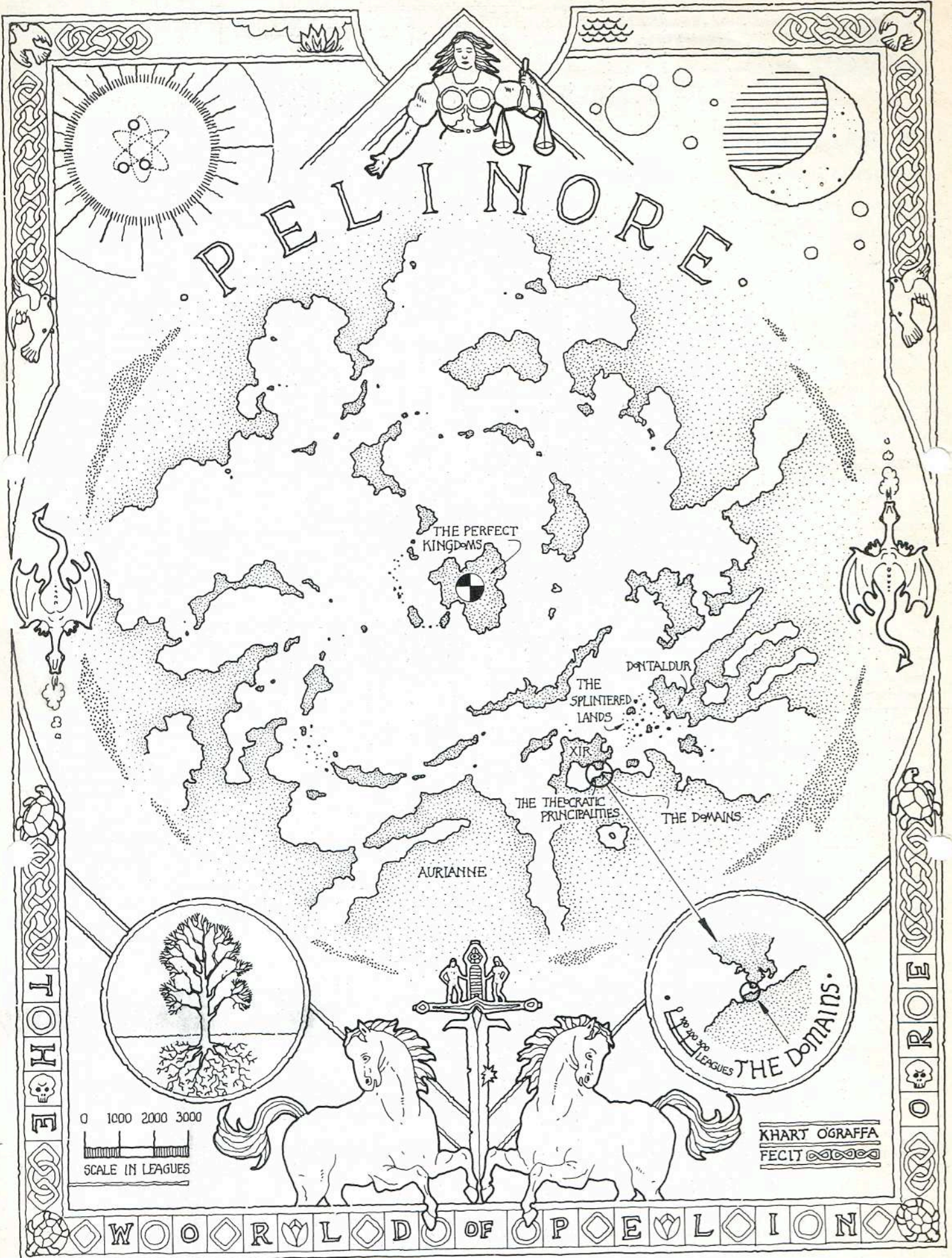
TIME

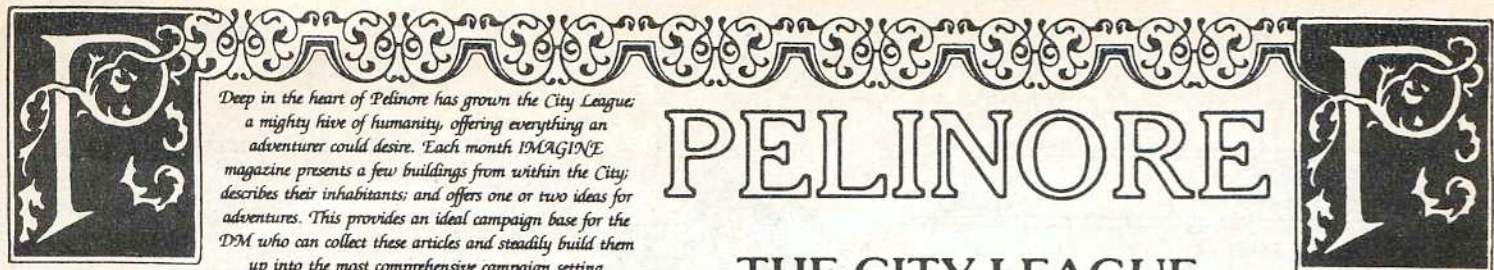
Time runs naturally throughout Pelinore — even close to the Rim, clocks run quite smoothly. The units of time are very similar to those we are used to, although the rationale is very different. The year is measured by watching the Pole Star, which appears to be higher in the sky in the 'summer'. Careful measurement of this change has led scholars to work out their 'year' as 360 days. These are quite arbitrarily divided into ten equal 'months', which most people near the League name after the usual events of that time of year (see the table below). The 'week' is another arbitrary division, which varies in many countries. In the City League and neighbouring states there are five 'weeks' of seven days in each month, with the thirty-sixth day being designated the Month-day, a holiday.

Scholars differ as to how day and night occur. Some maintain the existence of a War of Light being waged by the gods though they are hard pressed to explain the regularity of the alternate periods. Others say that the Celestial Dragon is eternally circling Pelinore breathing great flame to provide light (and incidentally causing clouds and meteorological anomalies on the way). Yet others say the light comes through a tiny hole in the sky which at night is closed. Whatever the truth Pelinore is subjected to nights and days and sunsets and sunrises in the 'normal' way (the best course is not to worry too much about it but to keep reading IMAGINE in case a major discovery is made!).

Months of the Year			Days of the Week
City League	Cerwyn	Xir	
Parade	Festival	Newtax	Kerdreth
Shriven	Shrivetide	Grain	Lian
Dibble	Delve	Seacalm	Avann
Afterdibble	Easetide	Earlycrop	Movenlidreth
Tarmenine	Tarmen	Highwine	Theros
Armstide	Joy	Harvest	Preas-ir-khan
Harvest	Harvest	Afterharvest	Obrerra
Revel	Bratton	Lasttrade	
Evenmas	Evenmas	Store	
Pharastine	Pharast	Account	

Tarmenine, Tarmen, Pharstine and Pharast are named after local deities (coming soon! — the Gods of Pelinore) and Armstide is named after the Katar (Master-at-Arms). The Xir calendar is widely used by journeying classes. Normal notation is for individual days to be named, then the number of the week, the month, then the year; thus Kerdreth 1 Festival is New Year's Day, and Pharast Month-Day is the last day of the Cerwyn year.





Deep in the heart of Pelinore has grown the City League, a mighty hive of humanity, offering everything an adventurer could desire. Each month IMAGINE magazine presents a few buildings from within the City; describes their inhabitants; and offers one or two ideas for adventures. This provides an ideal campaign base for the DM who can collect these articles and steadily build them up into the most comprehensive campaign setting available. Copy them, or cut them out and store them in a ring file — and you need never be short of an idea for a City encounter again.

PELINORE

THE CITY LEAGUE

32. BASILISKS

by Venetia Lee

The Basilisks, so-called because 'They move so fast everyone else is turned to stone', are a street gang of the City League. They come in a variety of sizes — aged between 6 and 14 (apart from their leaders, who are slightly older) and work the streets as thieves and fighters. There are two main types of Basilisk — the fresh-faced and innocent, who can cry their way out of trouble if all else fails, and the precociously shrewd, who try not to get into trouble. One thing is true of all — they are born survivors. The harsh initiation tests inflicted on new members make sure they don't carry any passengers. These might, for example, consist of attaching a flag to the topmost tower of the Magic Users' School (9), or obtaining one of Petronna Goldenhair's whips (15e)

For most of the time, they are indistinguishable from any other band of scruffy kids. Their clothing is made up of a cunning mixture of rags and concealed leathers which are equivalent to AC7/8. However, a group of Basilisks in full regalia would be an intimidating sight for the average citizen should they ever see them. This regalia is dark red leather armour and cloaks, which reverse to black. Around their left wrists are wrapped chains (used as a weapon these inflict 1-6 points of damage) and they carry an array of other weapons, chiefly daggers and slings. It is, of course, necessary to maintain a tough image to warn off rival gangs — besides, it suits their egotism. They make themselves very useful to various of the upper echelons of local thieves' guilds and are therefore under some measure of protection. To ensure that this continues, the leader makes sure all contracts undertaken are carried out. Their base is a semi-derelict mansion set between the Walk and the Arena, whose absentee landlord has forgotten its existence.

The Basilisk leader for the past three years has been Fionn Messenger. He was brought up, after the death of his parents, by his sister, Siall (33c). She is a thief and already an accomplished con-woman (the Messengers have been a bad lot for generations). There is little love lost between brother and sister and their public insults are famous. However it would not do to harm one and leave the other out of the calculations — they have a strong sense of family loyalty and are ready to give aid or exact vengeance, if necessary.

Fionn has firm ideas about the running of the Basilisks and they are now one of the pre-eminent gangs in this part of the City League. They are well organised and available for hire in a number of capacities. However, as Fionn believes they should stay out of other people's quarrels, they prefer to fight only for themselves. They usually work as scouts, distractors and spies. Their success at this depends largely on their youth — as spies they frequently go unnoticed and few suspect them of organised ill-doing rather than childish mischief. Under Fionn's leadership the Basilisks are better fed, clothed and have more pocket money than they would working for an adult fence — hence they attract the best recruits. Of course, Fionn is still secreting a substantial cut for himself as he now needs a foothold in some business on the right side of the law to extend further his operations.

Fionn's lieutenants are Kneft Mor (32b) and Grimling Ashnut (32c), the 'Iron Halfling'. Kneft, a young fighter, is strong and slow thinking — but not as stupid as he looks. He insists Fionn explain all his plans and on several occasions his slow examination of some hastily conceived scheme has saved them all from disaster. Grimling (Grim) is nasty and dangerous. Fionn believes he has Grim under control — that it is just a question of pointing him in the right direction. If Grim ever lost confidence in his leader, he could run completely amuck.

32a Fionn Messenger; M; T6; N/NE; Longsword, chain; AC 2; hp 26/34

- H
- S 14 Very smooth and flashy dresser, ring of protection +2
- I 14 Leader of Basilisks, sharper/filcher, spy
- W 9 Clever, loyal, ambitious, egotist, pragmatist
- D 18 Knows many thieves, frequents Madam Zalu's (22) and the Cornucopia (33) for his leisure, often works for Harben Mousecraft (33e)
- C 15
- Ch 15

32b Kneft Mor; M; F3; N/NE; Bastard sword, chain; AC 7/8; hp 38/34

- H
- S 18 Very big, wears what looks like a rubbish bag
- I 8 Fionn's (32a) most faithful follower and bodyguard
- W 13 Less stupid than he looks, obeys orders
- D 12 As Fionn, but is in love with Zoreen (22b), and ensures the Basilisks leave her alone.
- C 18
- Ch 9

32c Grimling Ashnut; M; F3/T4; C/CE; Shortsword, sling, chain; AC 4; hp 20/24

- 1/2
- S 14 Basilisk regalia well hidden under rags, cherubic looks
- I 14 Lieutenant of Basilisks
- W 9 Killer, sometimes insane, dangerous when frightened
- D 18 After witnessing his mother's murder and enduring his father's failure to avenge it through fear, Grim has rejected the Halfling way of life for a 'tougher one'; he spends most of his time frightened and hiding it — it's when he can't hide it any longer that he's dangerous; those who know him deny it and avoid him
- C 15
- Ch 15

32d Margaret, aged 13, but looking a very innocent 10, is the leader of the little ones (under 10s). She was rescued by Fionn from sale to a slaver (her parents were very poor). She is an excellent spy. Once when caught in the act of pickpocketing, she counter-accused her victim of assaulting her and embarrassed him into letting her escape.

32e Lucy is 12 and is the exception to the rule that Basilisks are survivors — she frequently has to be rescued from trouble of her own making. However she has one talent which makes it all worth it — a perfect memory. Being accident prone she is a trial on any expedition — she will open every door and falls over things frequently and loudly.

32f Giraldo would dearly like to take Fionn's place. He is aged 14, T2, ambitious and afraid of Grimling. He is also not nearly as good a thief as he thinks he is. Fionn has taken to sending him on risky missions — Giraldo thinks he is being honoured — and one day he may not come back.

32g-v The majority of the rest of the Basilisks are the children of the poor; the very young ones, Tirri, Jasta, Poppy, Llorlla, Renn ar, Bandsa, are 'O' level thieves or fighters; Farda Khan, Brerro, Lutt, Markham, Starbrow and Jiv are 1st level, Zim, Farda Travent and Norden are 2nd and Greska 3rd. They all use chains as their main weapon and daggers or slings for missiles.

Plotlines

1 The Basilisks are very useful to people planning robberies or attempting to solve mysteries. However unless the characters who approach them are very obviously tough, they may demand that they prove themselves worthy of being taken seriously by performing an initiation test.

2 The person who killed Grimling's mother may belatedly find out that he was recognised. He might arrange to frame Grim for some crime — perhaps the murder of a player character.

3 The Basilisks acquire a lot of stray scraps of information which they will try to sell; this is a very useful way of involving players in adventures.

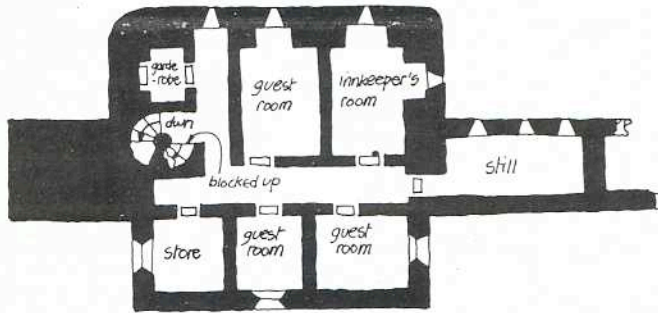
4 The initiation test of a new recruit is the acquisition of an item belonging to a party member.

5 The party need to take Lucy with them to carry out a mission and she can get them into a lot of trouble.

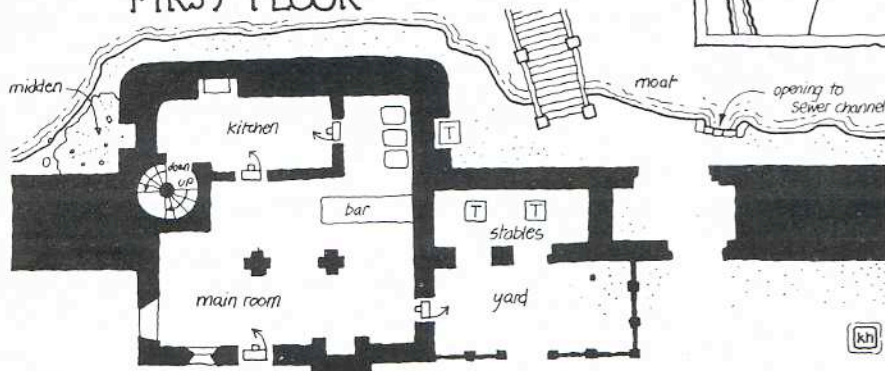
PELINORE

THE CITY LEAGUE

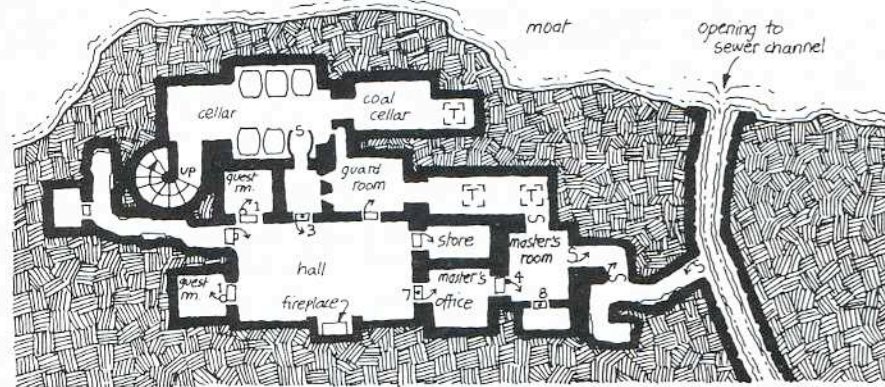
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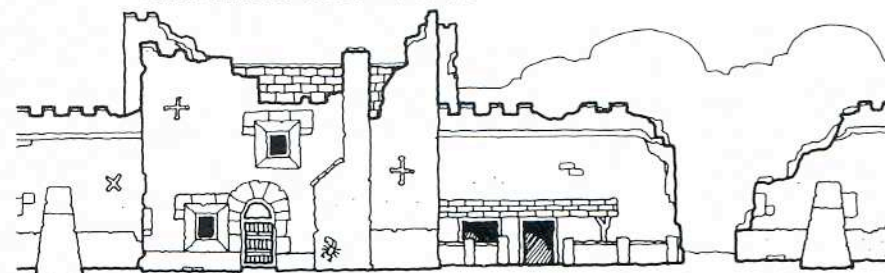
FIRST FLOOR



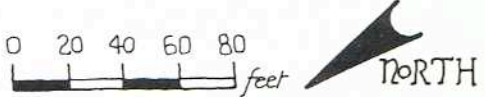
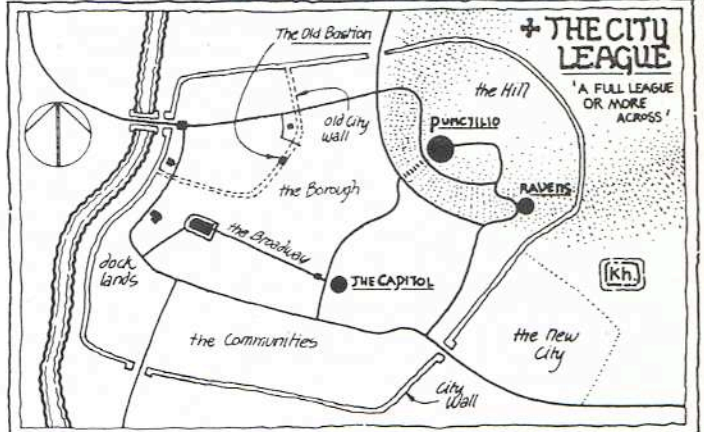
GROUND FLOOR



UNDERGROUND PLAN



VIEW of BASTION



KEY

- [] [] trapdoor in floor/in ceiling
- types of locks

	unlocked	locked
lock accessible from both sides of door		
lock accessible from one side only		
bar or bolt		
- difficulty in opening locks rated from 1 to 9
- information about doors

plain door		trapped door	
direction door opens		magically locked or trapped door	
reinforced door (See Alcand hps)		door with secret side	
door with peephole on one side		door with concealed side	



34 The OLD BASTION (aka the SCORPION'S NEST)

A Thieves' Safe House

by Paul Emsley

Throughout the City League, local thieves' guilds have set up Safe Houses. These are places where a thief on the run can hole up for a few days or evade imminent capture. The Safe Houses can be identified by the thieves who use them by some identifying mark or symbol. This mark is usually known only to local guild members. Some Safe Houses are simply shops with secret rear entrances, others are elaborate hide-outs with permanent staff. One such is the Old Bastion, so called because it occupies one of the ancient keeps of the old city wall which is now largely in ruins. To passers-by it looks like a rough ale-house, which it is — superficially. Regulars know it as the Scorpion's Nest; a reflection more of themselves than its secret.

The Safe House is beneath the inn and has only one entrance — from the inn's cellar through a secret door — which is constantly watched through a peep-hole. Although there is only one entrance there are several emergency exits. These range from the private one used by the Safe House Master, to the trap doors up into the stables to the last resort route up through the midden. There are only four regulars who run the Safe House. The Master, Fra-lan (34e); the Store Keeper, Orf Noglinsdottir (34f); and two guard/helpers. When thieves are hiding in the house they largely look after themselves and take turns on look-out and guard duty; when no-one is staying there the guard work is done by Padhraig (34g) and Said (34h).

Sited right in the middle of the inn's main room is a long wooden table. Places at it are reserved for the most infamous of the regulars at the inn. Such a reserved place is regarded as a great status symbol and much blood is spilt over the right to sit there and the position taken — those sitting nearest the chairman being the most admired. The chairman holds his (and currently, her) position by *main droit* and occasionally leads the 21 members of the Table on lunatic adventures (raids on guard posts and the like). None of the members of the table know of the function of the inn as a Safe House.

WORKERS IN THE INN

34a Squirvy Patch; M; T1(Fr3)/T1(F4); C/CE; Dagger; AC 6/7; hp 15/37

- H
- S 15 *Scruffy, pasty, one-eyed; filthy leather apron over grubby jerkin and trews*
- I 8
- W 5 *Innkeeper, look-out*
- D 17 *Suspicious, quiet, jumpy, mean, wretched*
- C 10 *Knows all the thieves and regulars well but is almost unknown outside the inn, which is the way he likes it; refuses to wear a patch over the unpleasant wreck of his eye which he swears was lost in a battle with a Unicorn; began life as a freeman/fighter but has switched to thief*
- Ch 6

34b-d Patch's staff are three stupid scullions: Beizchkwang (M; F2; AC 9/10; hp 14/16), Idimini (F; F2; AC 8/9; hp 13/15) and Brown Mim (F; F1; AC 8; hp 6/7). Beizchkwang lusts after the gorgeous Angovidintrix Blister (5i) and consequently hates Beruth (4d); it's difficult to get these three to remember your order, never mind getting them to pass on any useful information about anything

SAFE HOUSE STAFF

34e Fra-lan; M; T9/T10; C/LE; longsword +3 (detect traps and invisible; know alignment) AC -1/-2; hp 35/49

- H
- S 13 *Short; pleasant face; beautifully decorated leather armour +2 over fine silks, bracers of defence AC6 (worn as a head-band), ring of protection +2*
- I 15
- W 10 *Master Thief, Safe House Master, retired Guild Master, owner of the Old Bastion (34)*
- D 18
- C 15 *Superficially gentlemanly, devious, sharp, unscrupulous, very worldly-wise*
- Ch 16 *Known and revered amongst the brotherhood of thieves, his name has even been heard in polite society*

34f Orf Noglinsdottir; F; T5; N/NE; dagger +2 (+4 vs giants), poison dagger; AC 9/8; hp 16/25

- H
- S 8 *Ill-fitting clothes over corpulent body*
- I 15 *Safe House storekeeper and cook, Cutpurse/Burglar*
- W 13 *Jovial, witty, poorly organised, spiteful*
- D 16 *Would be recognised in the local markets, regular at the Cock (14)*
- C 9
- Ch 8

34g Padhraig the Dip; M; T3; N/CN; shortsword and sling; AC 7/8; hp 10/14

- E
- S 12 *Very tall and stooping; sharp dresser*
- I 9 *Safe House guard*
- W 12 *Arrogant, sly, grovels to superiors*
- D 16 *Well known in local dives*
- C 9
- Ch 7

34h Said'h'rm'ra; F; T3; N/CN; longsword, club; AC4; hp 11/15

- H
- S 14 *Swarthy; hooded robes; leather armour; scarf over mouth*
- I 17 *Safe House guard*
- W 9 *Clever, quiet, remorseless*
- D 18 *Newcomer from Sarpathian Mountains, Said works here as her incomprehensible accent makes it impossible to work elsewhere; brilliant young thief; has earned the envy and hatred of the Dip (34g) — knows this and won't leave before giving him reason to remember her*
- C 11
- Ch 16

33i-n The Safe House typically has 6 fugitives at any one time, each fugitive staying a couple of nights at most. At busy times up to 30 thieves can be accommodated. Currently, the occupants are the Vigas brothers: Argen, Morr, Cap, 'Legs', Thorp and Kensal; AC 7, hp 10, armed with longswords. They do their own cooking and cleaning and act as guards and look-outs during their stay.

REGULARS AT THE INN

34o Anbury; M; F1/A1; C/CE; jester's stick with hidden, poisoned, blade; AC 5; hp 6/4

- H
- S 13 *Bland, easily forgotten face; leather armour dressed up to look like a Jester's costume*
- I 12
- W 8 *Veteran/Bravo; double agent for the Knights Ocular*
- D 17 *Acts mute, foolish and amusing; observant, careful*
- C 9 *Known by few outside the inn; sleeps rough and seems to spend all day here; in Advanced: member of the assassins guild; in both systems he gets information to the KO through an impenetrable system of contacts and drops*
- Ch 13

34p Cluzoh; M; F3/P2; L/LG; two-handed sword and dagger; AC 2/3; hp 20/16

- H
- S 12 *Dishevelled, unkempt, hungover; filthy plate mail*
- I 9 *Swordmaster/Keeper*
- W 13 *Depressed, alcoholic, desperate*
- D 7 *In this state Cluzoh wouldn't recognise his mother; came to clean up this 'den of vice', but 'they' got to him first — through the bottle*
- C 9
- Ch 17

34q Tolin Swallow; F; F6; C/CE; longsword +3, dagger, mace, longbow; AC 8/9; hp 40/50

- 1/4Ogre
- S 18²⁵ *Ugly; dark jacket and bright red (stained) hose*
- I 8 *Myrmidon, Chairman of the Long Table, Mercenary*
- W 7 *Loud, violent, sadistic*
- D 15 *Friend of Patch (34a) — which makes the fact that she knows nothing of the Safe House even more amazing; known by Long Table members and feared locally*
- C 17
- Ch 6

There are 20 other members of the Table; they are a mixture of classes of levels 2-4 and are ruthless, ignorant bullies to the last.

STRUCTURE OF THIEVES' GUILDS

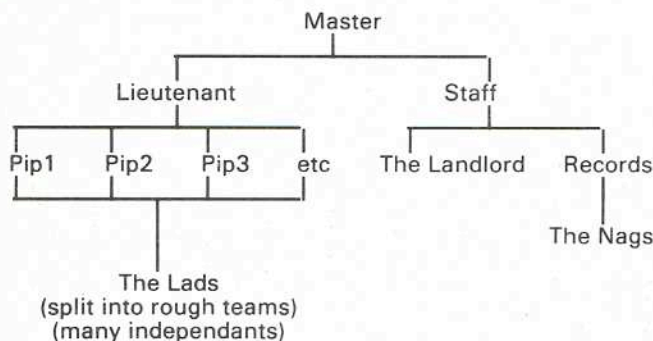
The organisation of the Thieves' Organisations of Pelinore

by Tom Kirby

In *IMAGINE*™ magazine, #22, many of the guilds that control trade within the City League and its environs were listed or discussed. One category was that of the thieves' guilds. As was suggested there are dozens within T'League. All these guilds, and most thieves' guilds throughout Pelinore, fall into one of two types: basically lawful (L/LN) or basically chaotic (C/CN). Thieves can be of any alignment otherwise in use in the campaign, and each would join the most suitable guild, although it is possible that in smaller towns only one of the two types would exist. In such cases, the thief character might feel quite uncomfortable having to join an unsuitable group.

LAWFUL-TYPE GUILDS

Lawful guilds are hierarchical organisations that own their headquarters. The officers of the guild have fixed duties and responsibilities; they seek authority for matters outside their control from their superiors and they delegate authority to their juniors. These officers decide which jobs should be done when, and control their guildmembers' activity to ensure no 'over-fishing' in the locality; they also deal with handing out punishments to transgressors. Successors to these posts are selected in advance and trained up appropriately. Everything is done in a business-like manner. Being thieves, however, means that methods of advancement differ slightly from those accepted in the traditional business world. Thieves are expected to watch their own backs and if they fail in that duty then they fail as thieves and deserve their fate. It is quite usual that an ambitious young thief will find his route to the top aided by a series of unfortunate accidents to his superiors; similarly, ambitious young thieves often don't come back from tricky jobs. No one in the guild will do anything about these accidents unless the perpetrators make themselves obvious — the worst sin that can be committed by a thief is being obvious.



Key:

Master — Master thief who runs the guild

Lieutenant — Thief in charge of all active operations

Staff — Thief in charge of bureaucratic matters like maintenance of the guild house, safe houses and records of local activities

Pip — Specialist in one or more areas of operations, must be consulted before a specific job or scam is undertaken

The Landlord — Thief with specific responsibility for the guild house and the safe houses

Records — Thief that controls the record keeping functions — names of guild members, amounts collected from various organised events, dates of jobs, dates of big valuable shipments, etc

The Lads — the mass of members

The Nags — the clerks working in records

Larger guilds would have more than one Lieutenant, many Pips, and several Nags, while smaller guilds would probably have only one man on the Staff side to control that whole area. Most well organised Guilds will also operate some kind of cell structure to minimise the possibility of discovery, with all the officers of the Guild operating through intermediaries (even with each other!) who know very little of what is going on. In some guilds, this structure may be so sophisticated that the Master, Lieutenant and Staff never meet, with even appointments to office being done by proxy, and being judged on reputation alone. This means that names are very rarely used, and identification is often only possible through a complicated system of code-words and ciphers, to prevent penetration by 'undesirable' elements.

Example:

35 The Thieves Guild around the Walk

The thieves guild that operates in the environs of the Walk (see *IMAGINE* magazine issues 20, 22 & 23) is a lawful guild. It has 25 members, and about two score associated freelance thieves. By unfortunate circumstances (an inter-Guild war), the Walk Thieves Guild finds itself with only three Pips, an unusually small complement.

35a Sheer Dreeve; M; T9/T10; L/LN; AC -2; hp 42/63
Guild Master; H; quiet & undemonstrative but efficient and thorough

35b Bij-bij the Knife; F; T7; N/LN; AC 0; hp 34/44
Lieutenant; H; aggressive, reliable and faithful

35c Greeslime the Wise; F; T7; N; AC 4; hp 26/33
Staff; G; smelly and unpleasant but brilliant record keeper most of which she memorises

35d Sharpy; M; T5; L/NG; AC 3; hp 20/25
First Pip; H; ambitious and sneaky, in charge of the streets

35e Khan Ai; M; T5; L/LE; AC 2; hp 19/24
Second Pip; ½E; in charge of burglary and break-outs at which he is brilliant, after Sharpy's job and trying to kill him

35f Quellia; F; T4; N/LN; AC 5; hp 15/18; Third Pip; H; brilliantly inventive, will go far if someone doesn't stop her, in charge of scams and protection

35g "Ripper" Orccry; M; T5; L/LE; AC 6; hp 22/27
The Landlord; H; named after his hook (left arm) which prevents active thieving, desperate to get 'back into the mainstream' and will remove obstacles ruthlessly

35h Anah Dzhohans; F; T5; N/NG; AC 9; hp 19/24
Records; H; quiet, mousey, dull, known as "Inky" in the guild

35i Llarllarna of Catrellis; F; T3; L/LE; AC 8; hp 8/12
Nag #1; E; vicious, vindictive, spiteful nature hidden behind fluttering eyelids and blushes, very pretentious

35j Pierrio; M; T3; N; AC 7; hp 10/13
Nag #2; H; pleasant, unambitious, brilliant with numbers, fine athlete

There are 15 T1-2 and apprentices working within the guild, each can be considered as AC 7; hp 6

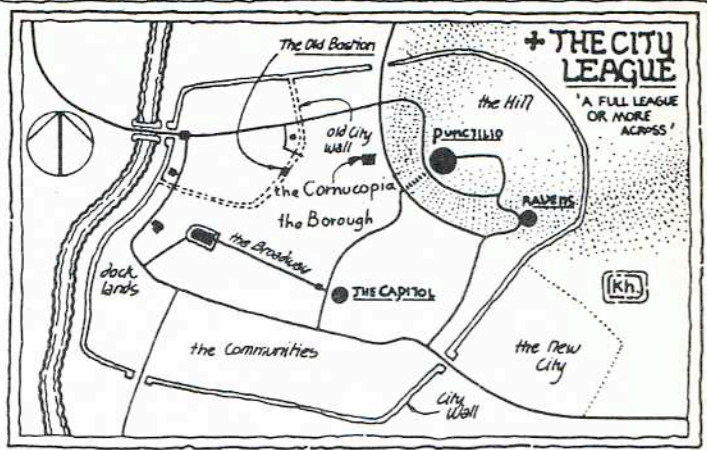
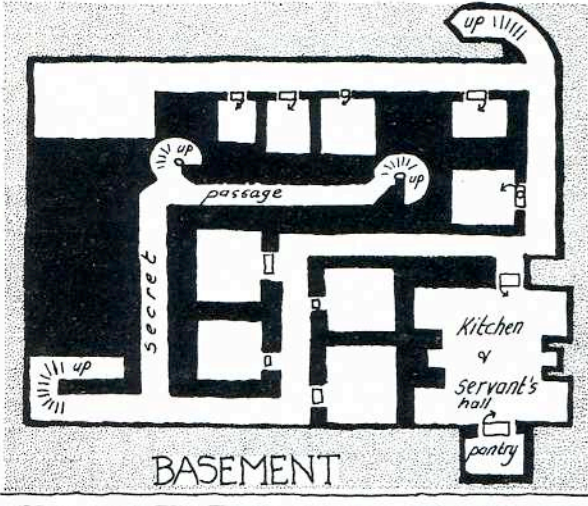
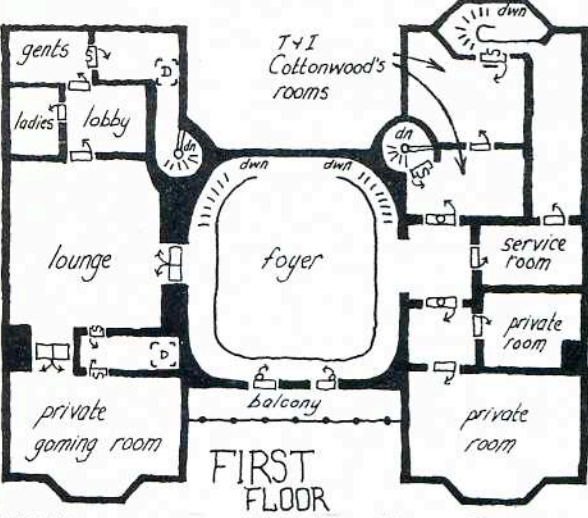
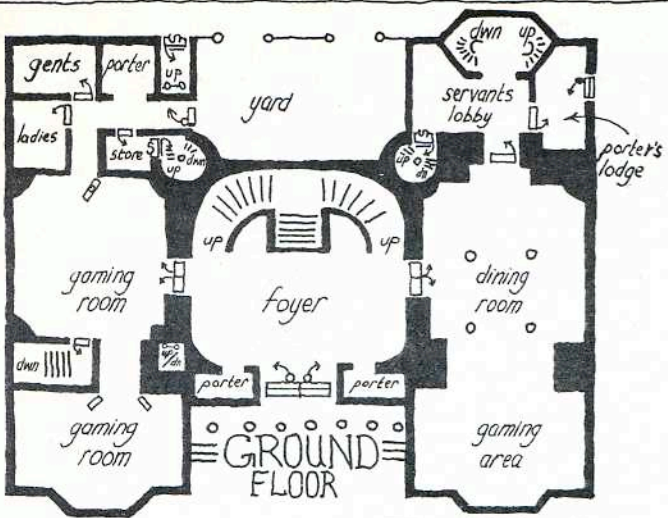
CHAOTIC-TYPE GUILDS

The organisation of chaotic guilds is fairly unpredictable. Most are small groups of thieves ruled by the might of the leader or a faction within the guild. The membership is mutually suspicious and changes frequently; each constantly looking for the opportunity to overthrow the leader and take control. In large towns such small groups would soon be swamped by the efficiency of lawful-type guilds, so there soon arise confederations of chaotic-type guilds, wherein local guild-leaders agree to cooperate over sharing safe houses, passwords and areas of operations. Periodically, a charismatic leader will emerge from one of the guilds and exert authority over all of them, giving rise to a temporary period of success and wealth. Inevitably, the leader will wane and the cooperative will either be led by another charismatic leader or will dissolve. These cooperatives are marked by occasional bloodbaths as certain groups try to seize control.

Chaotic guilds do not hold property for meeting places or safe-houses but arrange such matters on an ad hoc basis as need arises.



PELINORE



The CORNUCOPIA

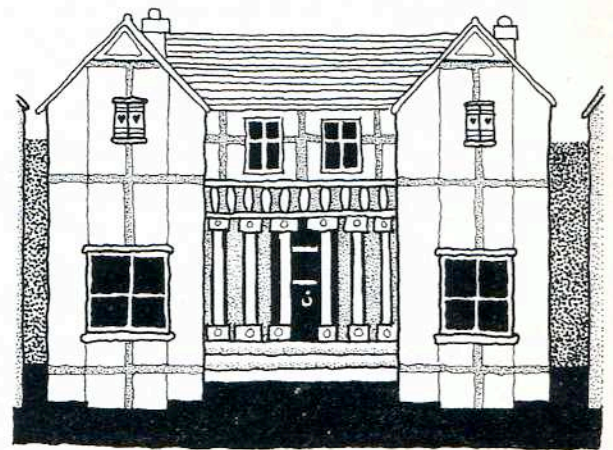
A Gambling Den

Types of lock:

lock accessible from both sides of door		unlocked		locked	
lock accessible from one side only					

information about doors

plain door	
direction door opens	
reinforced door	
door with secret side	



Gr de Wox

by Venetia Lee

In a quiet, residential street of the League is a discreet town house — the Cornucopia. Fashionable, spiced with intrigue, it is patronised by thieves, young sprigs and the scions of merchant families. Serious gamblers and corrupt officials provide leavening. Admission is solely for members (by invitation only) and guests. The Cornucopia is the place to go for deals of the expensive kind; here you can buy without taxes and sell without questions. For adventurers, to be invited here indicates a considerable rise up the social scale. It may be their first (and last) chance to mix with the nobility or with the aristocracy of crime. Prices for refreshments are ten times normal (and quality twice as good). The minimum stake for a game is 100gp, but no-one ever stoops so low. The place is rigged with magical devices to warn the staff should anyone use magic to enhance their chances of winning.

Anyone who makes a study of the Cornucopia will turn up secrets like a nest of worms. To start with, they may find out that Rugbucket (33a) is only the manager; further investigation will point to Harben Mousecraft (33d) as the real owner. He is, in turn, fronting for Tom Cottonwood (33e), although this will be difficult to ascertain, as Tom appears to be working as an informant for Harben. And behind Tom is his wife, Imelda (33f). Tom was, in his youth, a low class thief, who made a good marriage to a respectable woman but could not quite give up his shady connections. His wife, Imelda, made good as a textile merchant and is welcome in polite society. Her friends find a lot to pity her for; her husband, they feel, always lets her down with his gambling debts and his dreadful friends. They know it was once rumoured that he was mixed up in something criminal, but she forgave him and pulled strings to get him off the hook.

Imelda doesn't mind the condescension, because she hopes to have the last laugh. She is not only a thief, but a very important one; the mastermind behind the Cornucopia — to say nothing of any number of daring burglaries and a lot of profitable smuggling. Tom and Harben do the groundwork, while she plans and carries out the crimes. In this way it is difficult ever to pin anything concrete on any one of them.

MAJOR MEMBERS OF STAFF

33a Gerchin Rugbucket; M; F5; N/N(E); Longsword, dagger, knuckledusters; AC 9/10; hp 35/45;

- H
S 14 *Garish shirt and breeches, once muscled, now fat.*
I 12 *Ostensibly proprietor, actually manager of Cornucopia*
W 10 *Vulgar, greedy, shrewd — makes people feel superior*
D 11 *Knows gambling fraternity and some thieves; was F6 until he ran to seed; ex-bankrupt*
C 15
Ch 11

33b Greta Calkinnagrat; F; F5/T6; N/CN; Shortbow, shortsword, mace, sling; hp 23/29; AC 5/6

- G
S 15 *Bright tunic over leather trousers and jerkin*
I 14 *Major-domo of Cornucopia, cutpurse, does not mix the two*
W 9 *Ambitious but patient, sharp tongued and suffers no nonsense; tough as old boots; scornful of all other races*
D 16 *Knows gambling fraternity and is member of secret association of gnome thieves*
C 10
Ch 14

33c Sally Messenger; F; T8; C/NE; Longsword, darts; hp 30/40; AC 8/10

- H
S 14 *Pretty; wears flashy, revealing dresses or shabby cloak over leather armour*
I 10 *Head croupier, girl about town and conwoman*
W 14 *Selfish, cold, heartless, vamp*
D 13 *Frequents Cornucopia, Madame Zalu's (22a), and other fashionable places — often with very wealthy escort; sister of Fionn (32a).*
Ch 17

33d Harben Mousecraft; M; T9; C/CN; Longsword +2 (+4 vs Lawful), sling; hp31/32, AC5

- H
S 14 *Black leathers or shirt and breeches, short, black cloak, fanciful black hat; ring of invisibility; in Basic: amulet of protection from crystal balls and ESP; in Advanced: amulet of proof against detection and location.*
I 13 *Master Thief/Thief*
W 11 *Fashionable scoundrel and raconteur, self-seeking, astute, has difficulty resisting women*
D 17 *Fashionable scoundrel and raconteur, self-seeking, astute, has difficulty resisting women*
C 14 *Knows most rakes about town, tries to know everything about everybody; uses Basilisks (32) as an information service; habituee of Cornucopia, father of Elimy (33j)*
Ch 14

33e Tom Cottonwood; M; T10; N/CN; Longsword +2, dagger +1; hp 45/57; AC 3/0

- H
S 15 *Expensive, fashionable clothes; in Basic: ring of protection +3, medallion of ESP 30'; in Advanced: bracers of defence AC4, ring of protection from normal missiles, medallion of ESP*
I 12 *Apparently 'Imelda's no-good husband', gentleman about town, actually owns Cornucopia and has city wide criminal connections, Master Thief*
W 11 *Good natured as far as it is practical, patient, vindictive*
D 18 *Knows most upper class gamblers and therefore which of the nobility and merchants are corruptible.*
C 16
Ch 14

33f Imelda Cottonwood; F; T11; C/CE; Shortsword +3 (finds traps, sees invisible), dagger of venom, swordstick +1; hp 40/52; AC 2

- H
S 10 *Very expensive dresses in subdued colours; ring of protection +4, cloak of invisibility, scrolls with invisible stalker, lightning bolt and fireball*
I 17 *Textile merchant, smuggler, Master Thief*
W 16 *Practical first, then sentimental (about Tom, her children and Harben), ambitious, loves secrets and stealing*
D 18 *Knows merchants, much nobility and enough judges; four children (33g-j) of varying alignments*
C 15
Ch 17

(In Basic a dagger of venom acts as a dagger +1 that, on a roll of a natural 20, injects poison into the victim; it holds 6 doses of poison and can be refilled)

OTHER STAFF

The staff, waiters, lesser croupiers and entertainers wear blue livery. 20% are T 1-3, 50% are F 1-4, and the rest are Fr 2-4. There are, in addition, 8 F8 guards (hp 64/80, AC1) armed with broadswords +1.

IMELDA'S FAMILY

33g-j Rodern is the eldest. He is in the Punctillan, where his parents hoped he would be helpful to them. Alas, he is taking his duties seriously and they dare not even confide in him. **Karel**, the second, is their long term investment. He has been enrolled in the Magic Users' School (10). A fine lad, he spends most of his generous allowance around the Arena (21). **Floriann** is the youngest. Imelda wants her to be educated as a lady and make a good marriage (she fancies a titled grandson). **Elimy**, the third, was always a tomboy and is now a promising cutpurse. She, too, hangs around the Arena (21) and accompanies her father (Harben (33d)) to the Cornucopia (to her mother's private dismay). Elimy's plans would surprise Imelda. She hopes to beat Floriann to it and catch a noble of her own, but, if all else fails, an up-and-coming adventurer would do. Although Harben tries to conceal it, Elimy has guessed their relationship and has no compunction about using it to her own ends.

VISITORS

33k One-eyed Sadford; M; Fr8; C/NE; Cutlass; hp 32/36; AC 9/10

- H
S 14 *Expensive but stained clothes, eyepatch*
I 13 *Merchant Captain, owner of Happy Mary and lesser ships, smuggler, regular gambler*
W 17 *Brutal, greedy, efficient, unpopular*
D 13 *Carries cargoes for Imelda Cottonwood (33f), knows Tom (33e) and Harben (33d) as well as many who appreciate fine wines, spirits and tobacco, bribes a number of officials. Sadford is attended by two bodyguards, F7 (hp 56/70 AC 2), who obey him in all things.*
C 16
Ch 8

33l Vani 'Trust me' Vaniski; M; Fr7; C/CN; Sword-stick +4; hp 20/23; AC 9/10

- G
S 7 *Blouson and trews, beautifully made, fresh-faced and honest-looking*
I 16 *Fence*
W 15 *Calculating, careful, suspicious, convincing*
D 9 *Seen and known as a social parasite around the flesh-pots of the League and Cerwyn; known as a trader in lands beyond (Xir, the Theocratic Principalities and even Kosre); works as a fence whose proud boast is that he can obtain anything — at a price; he can't actually, of course, but players are likely to be surprised by what he can come up with even though they're very unlikely ever to be able to afford it; expert with disguises — can make himself unrecognisable even to his 'friends'*
C 8
Ch 16

Almost any fairly important member of society might be seen here. Some come regularly, others only once. If you allow the party to frequent this site, be careful not to allow the players to ransack it just for fun because then you will have lost a valuable means of introducing the characters to interesting personalities at your discretion. Indeed adventurers who wantonly destroy this, or any other prime site, are likely to draw themselves to the attention of the Knights Ocular, as the Knights prefer things as they are — under control. The attention of the mysterious Knights is unlikely to improve their health.

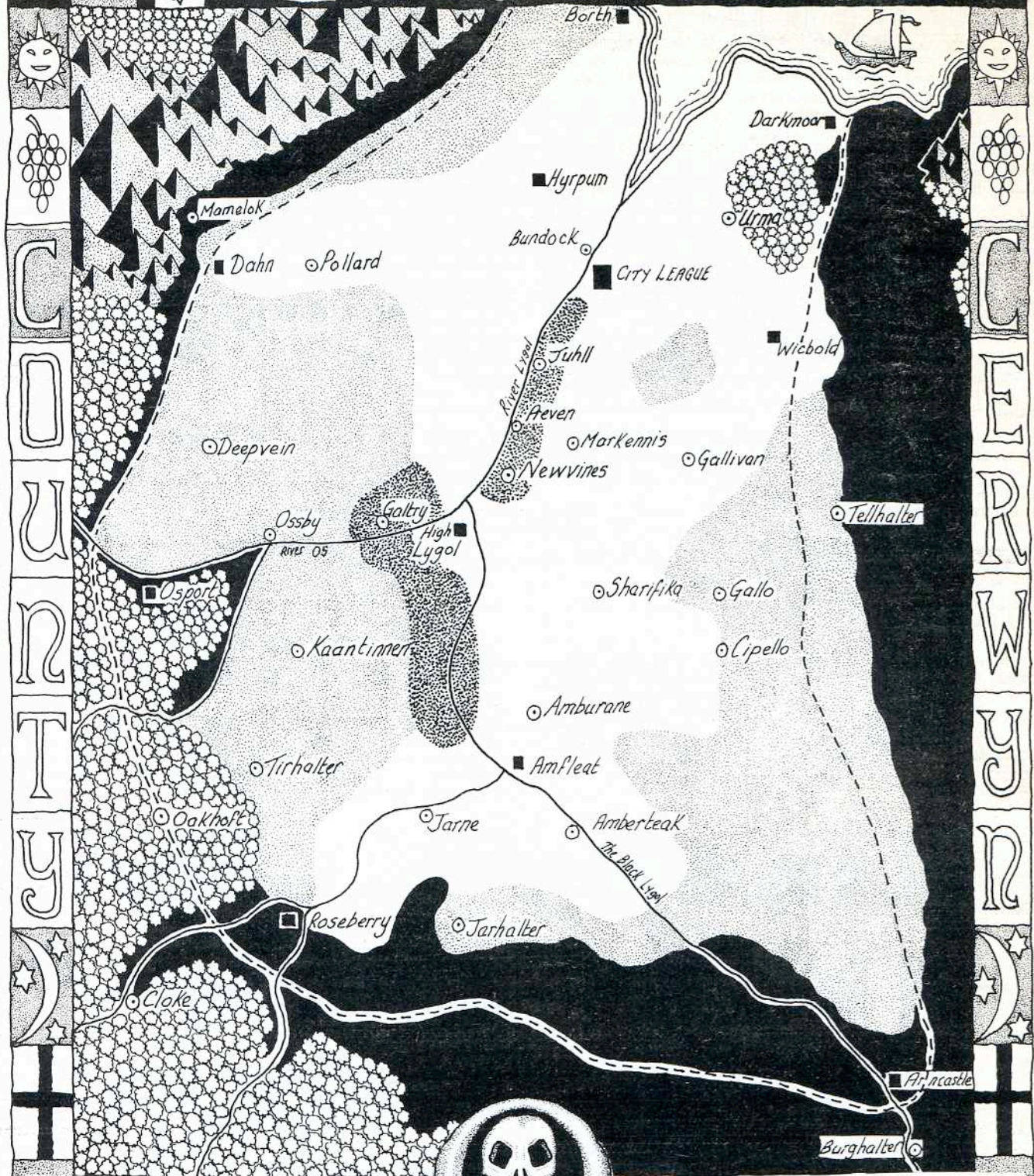
Plotlines

1 It's possible to overhear Sadford arranging to take another party up-river to a 'lost-site-of-guaranteed-treasure' and your party might want to go along for the ride. Sadford never questions adventurers about their 'sites', but he knows when they are on a fools' errand.

2 A male member of your party is propositioned by Elimy — he may quite like it but you can rest assured that neither Tom, Harben nor Imelda will like it one little bit.

3 During a visit to the Cornucopia trouble erupts, and in the ensuing confusion something is thrust into the hand of a PC. The something is likely to be unidentifiable, but interesting, and the following days should be quite exciting as the owner seeks his property, the authorities seek some stolen goods and your party seek the answer to the riddle.

CERWYN.



10 miles.

	Wine		Wilderness
	Pasture		Forest
	Arable		Mountains
	Population over 1000		Population under 1000

G u y d e W a y

GAZETTEER of the COUNTY OF CERWYN

Those of you with long memories will remember how, when Pelinore was born, we promised you details of the lands around the City League. This issue contains the first instalment in the fulfilment of that promise. On this page you will find the official gazetteer of the County of Cerwyn. The gazetteer lists the important details that a DM will need to incorporate a particular place into the campaign, including all the towns and villages larger than a simple hamlet.

Following the gazetteer is an analysis of the town of Darkmoor, showing the important sites and listing the important NPCs. Now that you know the format we intend using for all these villages and towns, why not let us see your ideas of what some of the other places are like? Don't forget — Amflea and Arncastle are 'no-go' areas, since they are to be left as areas where each and every individual DM can design as suits their version of the campaign; in other words, we will not publish details about these places even if they are submitted by readers.

As usual, we have adopted a numbering code to describe places in Darkmoor; the code is made up of Cerwyn, Darkmoor and a number. All-number codes, therefore, must be references to the City League.

If you do not want to wait for the details of a particular place to be written up in a full-scale article, it is quite possible to extract important information from the gazetteer below. So, for example, if you were to use the village of Kaantinnen, by looking at the table you would know that it is a village surrounded by a stone wall and ditch, ruled by a Burghermeister who answers to the Countess. The presence of the expensive wall implies a rich history and a position of strategic significance. Kaantinnen's population consists of about 100 Elves and 180 other demi-humans — but no humans. In fact, humans are going to be unwelcome in this village (perhaps something to do with relations with neighbouring Tirhalter, if you look through its stats). It is a community that makes a poor living from raids against others, both within and beyond the County. There is no County military presence, and no constabulary — perhaps lawbreakers in this violent village would be summarily dealt with. The community is not in regular contact with the rest of the world and so would know little of what is going on; equally, activities within the village are unlikely to have been heard of outside.

Name: From varied sources; the suffix -halter comes from a Dwarven word for an armed camp; Borth synonymous with shipbuilding; Preven known for wines; many Cerwyn citizens use their place of origin as part of their name, with the prefix *di-*, or just plain 'of'...

Code: Hamlets not listed — one every couple of miles or so, V = village (basic guilds), T = town (basic + trading guilds), LT = large town (+ relevant specialist guilds), C = city (any guild possible); **Guild of Heralds** has representative in every community larger than a Hamlet

Defence: Number describes type of wall, letter type of ditch; 1 = none, 2 = picket (5'), 3 = pallsade (10'), 4 = stone wall (10'), 5 = stone wall+towers (20'); A = none, B = ditch, C = moat

Ruler: Clan = ruler selected from dominant clan or family; Marshal = ruler nominated by suzerain, leading by charisma or force or by respect of populace for suzerain; Elder = senior member(s) of community followed by consensus; Guild = ruled by council of leading guildsmen, or dominated by one guild; Mayor = leader of a council elected by suffrage; Burg = (burghermeister) leader elected directly by suffrage; Seneschal = steward acting on behalf of suzerain, ruling with suzerain's authority. Some communities may have an exceptional, charismatic leader, eg the MU in Mamelok

Suzerain: C = Countess, CM = County Marshal, MH = Master of Horse, MM = Master of Magicks, HS = High Steward; brackets indicate rule in name only

Race mix: all human except as noted; N = mixed non-human races, C indicates dangerous for that race

Class max: highest level for each of the common classes shown; question mark indicates a variable (normally low) level; a zero indicates that no overt members of that class would normally be tolerated

Wealth: 1-5 = poor-wealthy; relative to the size of the community

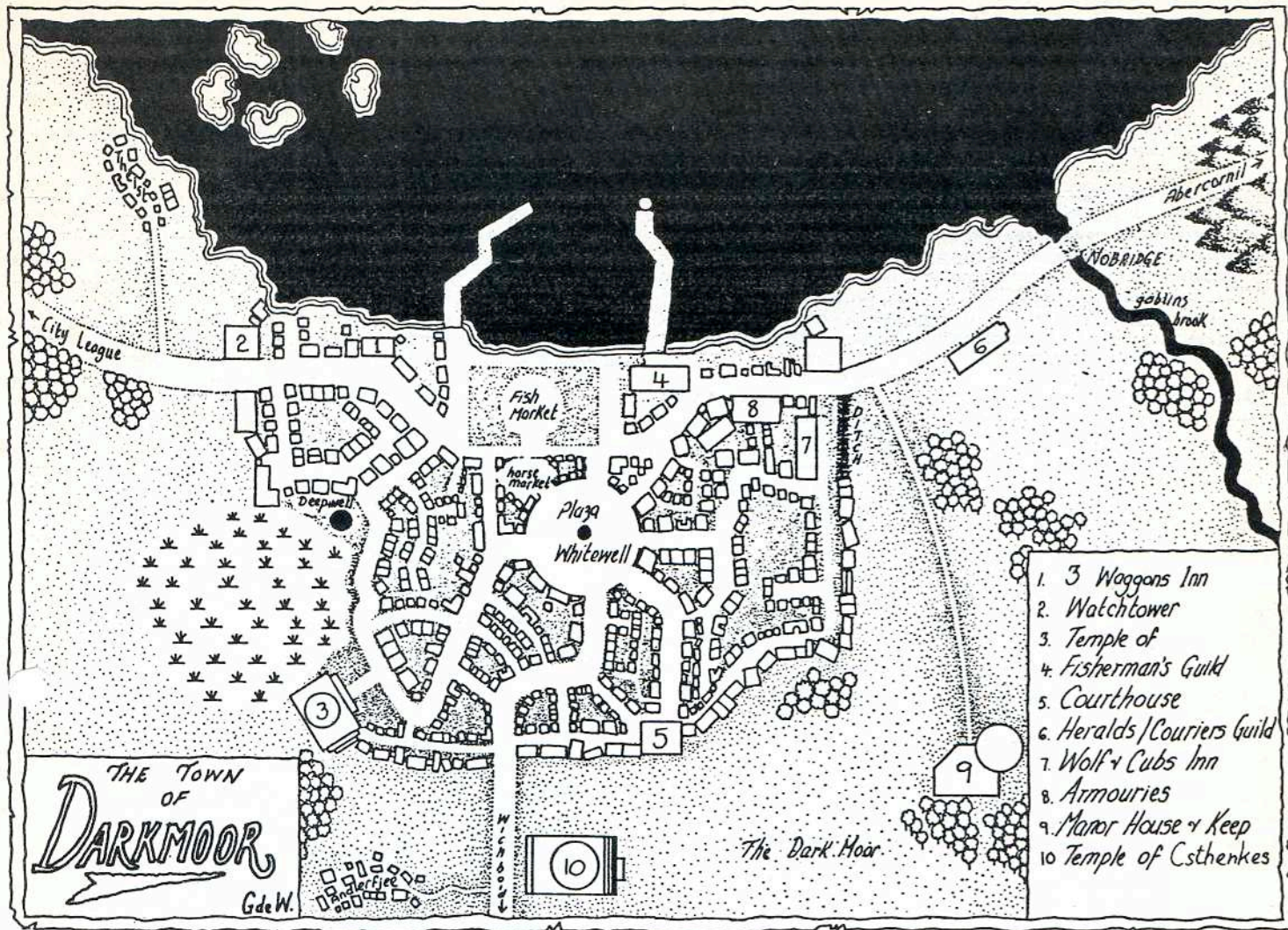
Garrison: number before slash = approx number of fighters loyal to crown; number after = number of County Horse picketed there

Constabulary: number of civilian law enforcers

Religions: number of different religions with temples etc; * = sites of special religious significance (undefined), ★ = sites of very important religious significance

Notes: C = cosmopolitan, news travels fast, sophisticated population, efficient law-enforcement if required, mixed alignments (average N), A = average, mixed alignments (average N), I = isolated, news moves slowly, superstitious population, little come-back on PC behaviour, extreme alignment domination possible, unpredictable law-enforcement

Name	Size	Def	Ruler	Suz	Pop	Race mix	Class max	With Source/wealth	G'son	Const	ReIs	Notes
Amberteak	T	3B	Clan	(C)	950	N80%	F6 MU/C/T5	3 Farming/Trade	50/0	8	1	A
Amburane	T	2A	Elder	CM	1100	E15% G5% 1/25%	F5 MU3 C/T6	4 Farming	50/0	15	2	A
Amflea	LT	4C	—	CM	—	— DM's discretion	—	—	50/0	—	—	A
Arncastle	LT	5C	—	MH	—	— DM's discretion	—	—	50/100	—	—	I
Borth	LT	1A	Guild	Ind	2000	N20%	F/MU/C12 T6	4 Fish/Shipping	50/0	25	3*	A
Bundock	V	4A	Guild	HS	500	N80%	F/MU/C/T5	5 Trade	0/0	50	10	C
Burghalter	V	4B	Clan	HS	125	E25% 1/225%	F10 MU8 C10 T4	1 Trade	0/0	20	3**	I
Capello	T	1A	Mayor	MH	750	N10%	F/MU6 C4 T3	4 Farming	50/0	75	2	A
Coke	V	3B	Guild	HS	150	G50% N20%	F5 MU7 C4 T4	1 Lumber	0/0	5	1	A
Dahn	T	4B	Burg	MH	1500	E30% D0%	F15 MU12 C5 T5	2 Trade	50/100	50	2	A
Darkmoor	LT	3A	Marshal	CM	2700	D20%	F9 MU7 C6 T7	2 Fish/Farming	50/0	250	2	A
Deepvein	V	4B	Clan	Ind	550	D80% E0%	F9 MU3 C/T0	5 Mining	0/0	0	0	I
Gallivan	V	3B	Burg	(C)	450	E40% G10% 1/225%	F6 MU7 C/T4	2 Farming	0/0	5	1**	I
Gallo	T	1A	Mayor	CM	1000	N10%	F/MU7 C4 T3	5 Farming	50/0	150	3	A
Galtry	V	1B	Guild	Cn	350	G35%	F/MU/C/T5	4 Wine	0/0	20	1	A
High Lygol	C	5C	CM	C	7500	N50%	??	5 Government	50/230	150	10**	C
Hyrpum	LT	2A	Mayor	MH	3000	E15% D5% G5%	F15 MU6 C8 T7	3 Farming	50/100	50	5*	A
Jarhalter	V	4B	Clan	(C)	500	N80%	F8 MU/C/T4	1 Farming	0/0	5	3*	I
Jarne	V	3B	Mayor	(C)	500	N50%	F7 MU2 C/T5	2 Trade	0/0	15	2	A
Juhll	V	1A	Guild	C	260	G15% E45%	F3 MU7 C17 T3	5 Wine	0/0	55	1★	C
Kaantinnen	V	4B	Burg	C	280	E35% N65% H0%	F10 MU5 C8 T4	1 Fighting	0/0	0	3	I
Mamelok	V	2A	MU	HS	125	E75%	F4 MU15 C0 T0	4 Magic	0/0	0	0	A
Markennis	V	1A	Guild	C	310	G30%	F/MU/C/T4	4 Wine	0/0	20	2	C
Newvines	V	1A	Guild	C	350	G35%	F/MU/C/T4	4 Wine	0/0	15	2	C
Oakhof	V	3C	Clan	Ind	175	N10%	F/MU/C12 T5	1 Lumber/Fight	0/0	1	5	I
Osport	C	4B	HS	HS	7500	D50% N25%	F20 MU15 C/T9	5 Mining	300/300	150	5	C
Ossby	V	2B	Guild	C	180	D20% N20%	F5 MU/C4 T5	2 Trade	0/0	5	2*	A
Pollard	V	2C	Marshal	MH	210	E25% D0% G0%	F8 MU8 C2 T2	2 Farming/Trade	0/0	75	0	I
Preven	V	1A	Guild	C	250	G25% E25%	F5 MU6 C3 T5	5 Wine	0/0	35	2	C
Roseberry	T	3B	Guild	Ind	1400	N80%	F12 MU/C10 T9	2 Trade	50/0	25	7*	I
Sharifika	V	1A	Mayor	CM	500	N10%	F/MU5 C3 T2	4 Farming	0/0	20	2	A
Tellhalter	V	5C	Cleric	Ind	350	N5%	F/MU/C/T16	1 Fighting	0/0	0	1	I
Tirhalter	V	4C	Clan	Ind	300	E0% G0% D0%	F10 MU5 C8 T0	1 Fighting	0/0	0	1	I
Urma	V	4A	Clan	CM	175	1/280%	F4 MU3 C4 T9	1 Farming	0/0	0	0	I
Wicbold	T	4C	Sens	CM	1250	E0% N25%	F15 MU0 C10 T6	2 Farming	50/0	25	3	A



1. 3 Wagons Inn
2. Watchtower
3. Temple of
4. Fisherman's Guild
5. Courthouse
6. Heralds/Couriers Guild
7. Wolf + Cubs Inn
8. Armouries
9. Manor House + Keep
10. Temple of Csthenkes

Darkmoor is one of the closest towns to the City League, and one much passed through by adventurers on their way east. It has a population of approximately 2700, scratching a living from passing trade, fishing and some animal farming. Even so, PCs might be attracted to stay awhile; since the forests and hills just a few hours east contain many tribes of goblins, hobgoblins and gnolls — not to mention the brigands operating from the steppes beyond. DMs could locate all kinds of encounters and adventures within a day or so of the town....

The Town

Darkmoor is not a rich place. The dwarves and humans who live there are ruled by the County Marshal (on behalf of the Countess Flavia) through his representative, the Marshal Gasres (CD 9a). However, the garrison of County troops supposed to exist here has fallen to just 30, and the town has had to defend itself from the raids of humanoid species (three attacks in the last twenty years) through its own resources. The Town Meet pays 10,000gp a year to Riojar Andrej Luis (CD 2a), who maintains and trains a part-time militia of 250. There are few static defences, save a ring of houses with fortified outer walls, arrow-slits and a cleared area beyond, and two 25' towers. In an emergency, most of the citizens would fight, but forewarned of a big attack from the east, 60% of the population would flee to the City League.

The City is the major trading outlet for Darkmoor produce. The town was built when the bay was full of tasty Whidring fish, a local delicacy. These are long gone, and Darkmoor fishermen compete badly with those of Borth. Goat cheese, meat and horses form the majority of trade goods.

Darkmoor is built about a central open area — normally jammed with fishermen haggling with League buyers — and the through route League-Abercornil. Much of its life revolves around the Fish Market and the weekly Horse Market; the two fresh water wells; the Temple of Rissinis and the Courthouse. Most of the built up areas consist of slum dwellings, small shops, etc (this is equally true of the hamlets of Sluist and Andlerfjee beyond the 'walls'), criss-crossed by narrow alleys.

Its sole peculiar feature is the Nobridge. Thirty-five years ago, a gnoll warband broke up when the bridge it was crossing vanished — turned invisible by a transient mage-adventurer. Perhaps he was a bit unstable,

because he then made the illusion permanent. The bridge is crossed many times a day, but the DM might want to enforce an intelligence check before PCs cross it for the first time.

People

The population are fairly shrewd, and will try to overcharge strangers for most items on first acquaintance. They are largely neutral in alignment, with few thieves beyond petty cutpurses, and no permanent magic users. It will not be possible to hire them as extra sword-arms for adventures, but servants and retainers will come cheap. Rumours abound about all the treasure that has been brought down from the mountains by adventurers in the past — and of others who never came back. A counter-rumour of impending goblin attack will cause a riot, and the PCs will find themselves on the wrong side of the authorities once the 'joke' is revealed.

CD1 Three Wagons Inn: Probably the first port of call for newcomers. A travellers' resting place. Rooms for 1gp/night, cheap food, grim ale and no wine. Few locals come here, but hard-up adventurers might be offered escort work by merchants.

CD2 Militia Houses: The two watchtowers act as training centres and barracks for the militia. The western one also serves as HQ for the Fighters Guild — which is also under the control of Luis. The militia are all F1, AC5, hp4 with spears and shortwords. They do not function beyond Luis' explicit orders, and maintain order in the town in a casual and arbitrary manner.

CD2a Riojar Andrej Luis; Militia Leader;
 M; F7; N; AC 0; hp 35/43; S 15, D 18, Ch 16; uses longbow +3, longsword; ring of charm person (18 charges)
 Luis is making a good living from this place (he is secretly buying a huge house in the City League by instalments), and will react immediately if anyone tries to take over. He will use his charisma (or his ring, which is a very rare item given to him by a previous employer) to keep the Town Council on his side, and if ousted, will arrange for information about merchants' shipments to reach some bandits he knows of. His successors will thus start off with a string of failures on their records.

CD3 The Temple of Rissinis: Aborekkt (CD 3a) and eleven acolytes (C1, AC 5, hp 4, tridents or maces) run the temple, which is dedicated to the LN fishing deity of Cerwyn and the rest of the Domains. All curative and water-related spells (up to 3rd level) are available here at 75gp/level, with modifiers of x2 for Good, x3 for Evil and x5 for Chaotic characters (cumulative). First time visitors requiring spells must drink at a fountain, which will reveal the alignment of the drinker.

CD3a Aborekkt: Chief Priest of Temple; M; C6; LN; AC 7; hp 30; W 16; C 16; **trident +3**, mace; **ring of regeneration**; usually memorises curative spells
Aborekkt hates competing clerics. Before the arrival of the Temple of Csthenkes (CD10), Rissinis was the only deity worshipped in Darkmoor, and Aborekkt does not want any more competition. If a cleric seeks his professional help it will only be granted to those of LN alignment with a charisma of 15+. Should a PC actually be a follower of Rissinis, then Aborekkt will be obsequious and charming.

CD4 Fishermen's Guild: This is the local HQ for this world-spanning brotherhood. Mostly, it acts as a clearing house for the fisher fleets, putting sellers in touch with buyers. Large sums of money (d6x1000gp) accumulate here on deposit until catches are shipped out, kept in a strongroom with an iron door, thick walls and a stout lock (Lvl 2 Sliding or -10% Open Locks). Four local bravos are normally hired to watch the place during the night (F1-2; AC 3; shortswords).

CD5 The Courthouse/Meethouse: The administrative centre of Darkmoor, a competing authority to the Marshal Gasres. A yearly poll elects a Council of Ten to handle local taxation, the militia, justice and relations with the City League. Taxes are a 10gp, annual head tax; the militia mops up the money; justice is cursory but usually lenient (use **Law & Order** tables from #19, treating Darkmoor as Guild Militia, and giving the Court modifiers of 85 on **Before The Beak** and -10 on **Going Down**); and relations with the League are one-sided....

CD5a Matrexes di Regines; Landowner, Head Councillor; F; Fr5; LN; AC 6; hp 15/20; I 14

Matrexes is in her second term. Her administration is no different from any recent predecessor, handing over responsibility for defence to Luis. She is unlikely to change and thus the decline of the town will probably continue. Very popular with the voters, she has the key support of three others on the Council.

CD5b Carrodine of Kosre; Horse Trader, Councillor; M; F4; LE; AC 2; hp 20/25; S 15; C 4; **battleaxe +1**

An ex-soldier, now an exile, Carrodine is the victim of a **curse** which has left him prey to all manner of diseases. There is a 75% chance of him missing a Meet, which is a pity since two other councillors follow him, and he has suspicions of Luis' activities.

CD5c Raf Oresdeep; Councillor; F; Dw6/F6; LG; AC 1; hp 25; S 18(66); D 15; **two-handed sword +2**; **chain +1**; **shield +1**

Oresdeep looks after the interests of the Dwarvish minority, and does it very well. Two others sit on the Council with her, and the excellent work of the Dwarves in building has shored up the town. Known opponent of Carrodine and disagrees with everything he says — but also concerned about Luis. Sister of Raf Delfefar (CD7a).

CD6 Messengers & Couriers Guildhouse: The Messengers & Couriers Guild operates a series of watch stations along the road to Abercornil, at five-league intervals. This End-station houses 20 Couriers (Fr3; AC 7; hp 10; longswords) and has a stable for two dozen fast horses. They keep the road safe (-ish), and act as a banking service for adventurers from the League, transferring funds from their offices to like premises in the City, where it can be held until collected.

CD6a Landrennian ('Fast Lanny'); Herald; M; F7/R7; LG; AC -2; hp 31/36; S 16; W 15; D 16; C 16; Ch 16; **shield +3**, **longsword +2**, **3x potion of speed**, **potion of extra-healing**.

Sharp, bright and very agile, Landrennian has been good at everything he has ever tried, from his early days as a thief in the City League, to a reforming stint as a member of the County Horse, to an eight year adventuring career in the Splintered Lands, to this job, Guild Officer for the Heralds in NE Cerwyn. These days, he doesn't get involved when fights break out, or when there's a dispute between the Council and the Marshal Gasres. But if the chips were down, he might be the best person to turn to. He has treasure to the value of 12,500gp kept at the Guildhouse, savings he intends to use to marry Niiri (CW2 — see **Wicbold**) and to build a new farm out in the wilderness.

CD7 The Wolf & Cubs Inn: Raf Delfefar runs a good hostelry. He knows adventurers have money, and this is the place in Darkmoor to spend it. Name your vice, Delfefar will supply. It's pricey (twice normal), but a hotbed of rumours and useful tips. 0-1 MUs, 0-2 Clerics, 1-4

Thieves and 1-10 Fighters can normally be found here, and they will sign on for adventures. Delfefar also boasts that you can leave anything in your room here, and it won't be stolen.

CD7a Raf Delfefar; Publican; M; T7; CG; AC -1; hp 25; S16, D 18, Ch 16; **dagger +2**, **leather armour +3**, **ring of protection +2**, **ring of invisibility**, access to d6 magical items 'borrowed' from guests

Delfefar is not short of money (cash, gems, etc worth 10,000gp are cached in five secret compartments in his quarters), and rarely steals these days. He does have a ready market for miscellaneous magical items however, and there is a 25%/day chance that he will succumb to the temptation to 'lift' the belongings of a PC. Normally very friendly, and can sell 'hot' items for 50% value. Brother of Raf Oresdeep.

CD8 Armourers: The most important 'trade' guild in town, producing only leather armour, mostly aprons and gloves for various working-folk in Darkmoor. They are pretty good at their job, and can manufacture goods of great quality for normal prices. A speciality of theirs is to make very supple leather gloves which can be worn "while even the most dextrous work is performed" and which are 50% likely to resist being pierced by a needle in the meantime.... Just 250gp the pair, cash up front, six week wait.

CD9 Manor House/County Garrison: This fortified stone manor house, with its keep, food stores and signal beacon is supposed to be the visible form of the County Marshal's authority in these parts. Alas, his representative is the Marshal Gasres. Kanwas Gasres, on the last step of a long climb towards noble status, has fallen victim to old age and indecision. Thus, this difficult part of the County is now not only geographically distant from the centre, but politically as well. The garrison (30 F1-2, AC 3; pikes and longswords) has dwindled through desertion and neglect, and morale is poor. The precept that the Mars is supposed to serve on the local community to raise money for County administration has not been served for three years and the garrison has been paid out of the Marshal's funds; he is now nearly destitute.

CD9a Kanwas Gasres; Marshal of the County; M; F9; LN; AC 0; hp 45/55; S 13, W 7, C 6; **longsword +3 (Int 14, Ego 20, LN, detect chaos, detect undead, +5 vs undead)**, **plate mail +1**, **shield protection from normal missiles +3**, **medallion of ESP**

Kanwas is 78, and increasingly senile. For long periods he will be under the control of his sword *Lifesheart*, which has only one aim, that being to be transferred to someone better able to wield it against undead. It is manipulating Kanwas to find a suitable mate for his grandson or granddaughter, who can be given the sword as a wedding gift. Thus, it is known that the Marshal is looking to marry his grandchildren off, and there will be 1-3 suitors at the manor at any one time, each LN and of levels 5-8. None, however, has yet met Kanwas' own stipulation — that the prospective spouse give him 20,000gp to pay off the garrison, and to return to High Lygol to see out his days. Should a PC suitor come forward with the money, the marriage will be rushed through. Alas, all are being misled. Although the title of Marshal is hereditary, the old man has decided that it will go to whichever of his grandchildren marries second; thus the PC will end up with *Lifesheart*, a graceless spouse, and will remain as far away from being one of the County nobility as before.

CD9b Krisnetta Gasres; no profession; F; Fr 7; LE; AC 9/10; hp 21/28; cosmetics of a magical nature appear to make her Ch 18 — they take five hours to apply correctly.

Krisnetta hates Darkmoor, and intends to leave at the first opportunity, be it marriage, the death of her grandsire, or whatever. She is selfish, noisy and otherwise thoroughly unremarkable.

CD9c Bregan Gasres; no profession; M; F1-Fr7; LN; AC 5; hp 27/35; I 7; **longbow +1**
Bregan is dense, listless and useless. If he ends up in charge there is the distinct possibility that things could get even worse....

CD10 Temple of Csthenkes: Csthenkes is a Neutral deity whose province is misery. Its philosophy is fatalistic, morbid and soporific. About 25% of the population of Darkmoor have turned to this cheerless deity; served by 20 spiritless acolytes in a grey temple, offering purified food from rubbish tips to the poor. Csthenkes worshippers will be found mostly among the most uninteresting members of the community, and the acolytes are all C1, AC 7, hp 2, armed with no more than their ability to make all human endeavour seem utterly futile.

C10a Dedderrek; Acolyte; M; C1; N; AC 7; hp 4

Dedderrek tells adventurers he has something important to pass on. He has. Anyone spending more than a few seconds in his company has a 15% chance of catching a miserable disease; save vs poison or be helplessly sick for d4 days, check every d4 weeks. Many poor people in Darkmoor have it too....



The Gods of Pelinore



Introduction

The gods of Pelinore are numerous; some famous, some obscure. They live in their own plane and cannot leave it, but are able to project a tangible 'form' onto the prime material plane which might appear as a person, a creature or even an artifact. In this way the gods may interfere with day-to-day life. What is more, this is the only way the gods may interact one with another. The material form can be hurt or killed, but this has no effect whatsoever on the god, who can create another at will.

Different gods have different attitudes to clerics and followers. Some roundly ignore both, others interfere quite often. No god can control followers — those who choose to worship cannot be stopped; but the gods can force clerics to adopt certain standards, both in the shrines and outside them. For example, a god may insist that clerics and all worshippers must be neutral and will refuse to give the clerics their full quota of spells if non-neutral worshippers are admitted to holy places.

Name	Interest	Gods' Align	Clerics' Align	Changes to Clerics' Abilities	Clerics' Weapons
Abex/Sritinna	Charisma + Dominance	LE	Any E	For each point of Ch over 14, victim's saving throw vs quest or command is reduced by 1. Control undead at 1 level better than normal. Gain hold person as MUs as a power at 5th level. Cannot use bles , chant , resist cold , resist fire , prayer or feign death . Min Ch 15	May use whip
Csthenkes	Despair	N	Any	Only level 1 clerics	—
Dayleeh	Vigour	LN	Any L	Gain 1 point of constitution at 3/5/57/9 levels. Spend 4 hours every day in worship/training to gain spells (in addition to normal requirements)	—
Fealans	Pretty Things	N	Any	Must have been at least T3 before converting to cleric. Gain all detect spells one level earlier than usual	Leather armour only, no shields
Grea	Dissembling	CG	Any C	Immune to detect lie . Gain change self at 3rd, misdirection at 5th, non-detection at 7th level. Learn these as normal. May not use augury , commune , divination , true seeing or know alignment .	—
Green Man	Growth + Abundance	N	Any N	Must become moderately intoxicated before acquiring spells	—
Grunnundergron	Dwarven God of Mining	C	Any	Dwarves only — no special abilities	May use pick
Hrea	Dissembling	CN	Any C	see Grea	—
Mielsen	Romance	CG	Any non-E	No cure spells, gain detect/dispel spells 1 level earlier. Non-combative. If forced, fight at -5, lose all spells until forgiven	—
Onjura	Mourning	N	Any N	No cures, resurrection or light (darkness is available).	—
Pharastus	Death	CE	CE	Turn paladins 2 levels better than normal. No cures or resurrection . When fighting at -4hp or lower, enter 'death frenzy' and fight on for 1-4 rounds at 2 attacks per round	May use edged weapons
Rissinis	Fishing	N	Any	Cannot locate object through earth or rock. No stone tell or earthquake	May use trident
Saith	Vengeance	LG	LG	No raise dead , resurrection , regenerate or atonement . Cure disease as Paladins upon reaching C3. Get quest as 3rd level spell	—
Tarmanel	Sky, air + weather	NG	Any non-E	No stone tell or earthquake . No locate object through earth/rock. Only 1st & 2nd level spells when out of sight of sky. Gain powers once per day as spells: feather fall at 3rd, fly at 6th, control weather at 11th level. No dwarves or gnomes	—
Trea	Dissembling	CE	Any C	See Grea	—
Urrumaa	Memory	N	Any	When 5th level may repeat any 1st or 2nd level spell already cast	—
Valbure	Swords	N	Any L or N	Minimum D 15. No spiritual hammer , all other spells gained 1 level later	Use swords only; non-intelligent

Alignments Note: All alignments are in Advanced terms. Basic players should assign appropriate alignments to the table above.

Abex/Sritinna — god/goddess of charisma and dominance

Formerly a deity worshipped by sahuagin; now 'borrowed' by certain men. Followers can be of any alignment but are normally fighters.

This god values worship through deeds; the more others fear the clerics (all LE, Ch 15+), the higher they are in the god's esteem.

Abex/Sritinna never intervenes directly, but can offer advice on the best route to power. This must be obeyed or the god will slay the follower without a second thought. Always appears in male form (Abex) to females and in female form (Sritinna) to males.

Csthenkes — god of despair

Only those without hope turn to this god of pessimism and defeat. The clerics who serve him give up all hope of worldly wealth, achievement or progression and so remain forever at first level. Csthenkes never interferes in the prime material plane and when those whose final hour has come turn to him, he will accept their homage but do nothing.

Dayleeh — god of vigour

Dayleeh is worshipped in the civilised fleshpots of the Domains. Clerics value physical prowess and achievement as much as spirituality. Throughout the Domains, many Circuses and Arenas are dedicated to Dayleeh and those who compete there make ritual obeisance. Despite neutral alignment, Dayleeh ruthlessly demands that all clerics adhere rigidly to their regimen of physical activity. Even when adventuring, clerics of this god must put aside the required time to earn their daily spells.

Fealans — god of pretty things

By implication, also a god of thieves. Fealans is a great meddler in the affairs of Pelinore at a trivial level, appearing as a child or magpie.

Followers are normally neutral in some respect — Fealans is not an 'extremist'. They can be detected through their habit of carrying a painted tile with a likeness of a gem or some similarly valuable item. >

Temples are normally small. Although a target for other thieves and the authorities due to reputation for great wealth, they usually hold little of value as donations are spirited away to some secret location. This gives rise to further rumours of huge hidden hoards.

Clerics must once have been thieves. They disdain all armour and most other forms of clothing. Believers eschew all weapons except — in extremis — daggers (of the best possible quality).

Grea, Hrea and Trea — the dissemblers

Grea is the White Liar. She lies for fear that truth will hurt the hearer; she is invoked by lovers and others in matters of the heart. She is the patron, however temporary, of those who lie to help their fellows.

Hrea is the Grey Liar. She tells untruths and spins a web of deceit and illusion for no reason. She is capable of lacing her lies with a small dose of truth to give them substance. Hrea is far from malicious, she is simply indifferent to the fate of her fictions. Hrea is the sister invoked by musicians, poets or playwrights. She is also, as mistress of illusions, increasingly seen as a patron suitable for illusionists and diplomats; indeed all those who live by not revealing the whole truth.

Trea is the Black Liar. She lies to cause pain and deceive for ill-purposes. She is invoked in war by spies, diplomats, lawyers, the guilty and the cruel. Those who lie out of habit are thralls of Trea. Because of her black nature, her most devoted followers are sometimes unable to distinguish truth from falsehood even where it stares them in the face.

The sisters have a unified clergy, who profess to follow all three equally, though each wears the colours of their chosen Mistress of Untruth. Naturally, the Temples emphasise the worship of Grea and Hrea, while keeping Trea in her proper place — the darkness at the heart of the Temple and all lies...

Their temples thrive in a modest way as almost everyone tells lies — and feels the need to make donations so these are never discovered.

The Green Man — god of growth and abundance

The Green Man concerns himself with the plants and creatures of the natural, mundane world. He is interested in the produce of nature, especially that used in the making of beers, ales and wines. This is reflected by his symbol, the hop — foundation of the finest ales. He projects many guises (gardener, brewer, forester, etc) for his dealings with mortals amongst whom he favours the simple folk of the countryside. Known by many regional names (the Green Man, Barleycorn and Mother Nature's Son are but three), he is called upon by peasants and smallholders dependent on the whims of nature to increase their crops and to help them celebrate harvest in the manner that only he can.

His love of living creatures is broadcast by his songs. Many and beautiful they are! These songs are his peculiar magic and he uses them to encourage life to grow and prosper to his will. The Green Man is rarely found without a song on his lips and never without one in his heart.

The Green Man has few permanent worshippers. Some, however, choose him as their patron deity, although he takes little interest in them and will only influence the spheres of natural abundance. His clerics must become moderately intoxicated before sleeping in order to regain their spells. Many druids respect him.

Grunnundergron — dwarvish god of mining

Grunnundergron is the god dwarves look to for maintaining safety in the mines. Although he now has been given full responsibility for all mining activities by his followers, his origins were much more specific. He was originally the Net god, who caught dwarves who mined too deep and fell through the underside of the earth.

Mielsen — god/goddess of romance

Mielsen has temples in every major town or city and occasionally in unexpected locations. These take the form of open gardens bestrewn with flowers and shady walkways, often with a complicated maze leading to the shrine. Worshippers are expected to bring something of beauty as a love token; a painting, fine fabrics or jewels are most usual.

Clerics perform marriages, birth ceremonies and record oaths. They also brew love philtres, but only to administer to two willing parties.

Onjura — the Weeper, goddess of mourning (and departures)

Onjura is not a goddess of death, nor is she connected with the afterlife. It is her function to watch over the journey of the soul from the world to its final destination, wherever that may be. Onjura is also the goddess of mourners, although she gives no comfort, save the knowledge that the dead will be cared for — at least for a little while longer.

Onjura's clerics officiate at funerals (usually in addition to clerics of whatever god the deceased worshipped) and gather temple funds in payment for their services at this ceremony. Servants of Onjura dig graves and maintain graveyards and extract a toll from relatives for doing so. They also act as "professional mourners" when required, weeping and wailing over the corpse. It is not unusual for wills to include a small sum set aside for this and it is believed that for truly massive donations Onjura's clerics will provide surrogate wives, husbands or concubines to be thrown onto funeral pyres, if this is required.

Onjura is often invoked before taking leave on journeys. Small statuettes of the goddess may be placed at the mouths of harbours, next to outside gates or doors, or on headlands (where she can watch the departed ship for the longest period).

Pharastus — god of death

As god of death and all things evil associated with death, Pharastus is not worshipped publicly at all. Indeed, were it not for his æons old hatred of Tarmenel, his name might never have arisen above the low murmurings of his evil acolytes. As it is, following his persecution of Tarmenel's priests, Pharastus is not only well known as the god of killing, murder, mutilation and mayhem, but his name has become synonymous with all of these things.

None will ever admit to worshipping this god and no cleric will ever confess to following him. However, secret, evil shrines exist throughout Pelinore and it is safe to assume that any town of any size will have some vile reminder of this deity.

Rissinis — god of fishing

Worshipped widely throughout the Domains, Rissinis intervenes most regularly to save the lives of worshippers threatened by bad weather or other misfortune while fishing at sea. Clerics are drawn from the ranks of the saved, and operate a simple religion based on the observance of obscure rituals rather than spell-casting.

Saith the Protector — vengeance-giver of law

Saith is a violent god at times, but compassionate. In his aspect as a warrior he is favoured by paladins, who make up the bulk of his followers. In his peaceful aspect he is a healer, especially of plague and pestilence; a bringer of plenty after famine; the ender of pain and strife.... The common populace often turn to Saith for deliverance in times of siege or plague.

Those clerics who do follow Saith are men and women of a scrupulously lawful and good nature. They are the ones who serve the god in his peaceful aspects, bringing succour to those who suffer — and collecting tithes for doing so. The warlike aspects of Saith are served by paladins, for whom his vengeance taking on the forces of evil are seen as the model for paladin-like behaviour. Nevertheless, such actions must always be just and needful, not simply gratuitous and wanton destruction.

Tarmenel — god of the sky

Tarmenel, who holds sway over the sky and thereby the quality of air that is breathed and the weather that controls so much of life, is a god known throughout Pelinore. In the days long before history, there was a tacit agreement between the gods not to interfere with the prime material plane, but Tarmenel could not resist aiding a particular idyllic group of sheep-herders to a position of authority and power. Albeit this power was benign, the other gods did not approve. Only Pharastus dared intervene and he made it his business to wreak havoc wherever Tarmenel's influence stood. Eventually Tarmenel withdrew from daily interference, but his worship has thrived and lived on. Many look to Tarmenel for aid, not least those who depend upon the weather (adventurers and sailors, in particular), for success.

Urrumaa — god of memory

Urrumaa, although famed throughout the Domains and beyond, is a god with many followers but almost no clerics, shrines or temples. As a god of memory he is frequently called upon, but rarely worshipped.

Some say he is the father of the gods but others deny this, ferociously maintaining that 'she' is their mother. Whatever the truth, Urrumaa is considered ancient, even amongst those to whom age is almost meaningless.

Urrumaa has never interfered on the prime material plane.

Valbure — god of swords

Valbure is the god of swordsmiths and sword users, although rarely worshipped to the exclusion of other gods by his followers. He is, however, invoked by many of those involved in the manufacture of weaponry and armour, whether to lend his strength to what is being made (in the case of swords) or to withhold his vengeance from those who dare to create armour and other, meaner weapons.

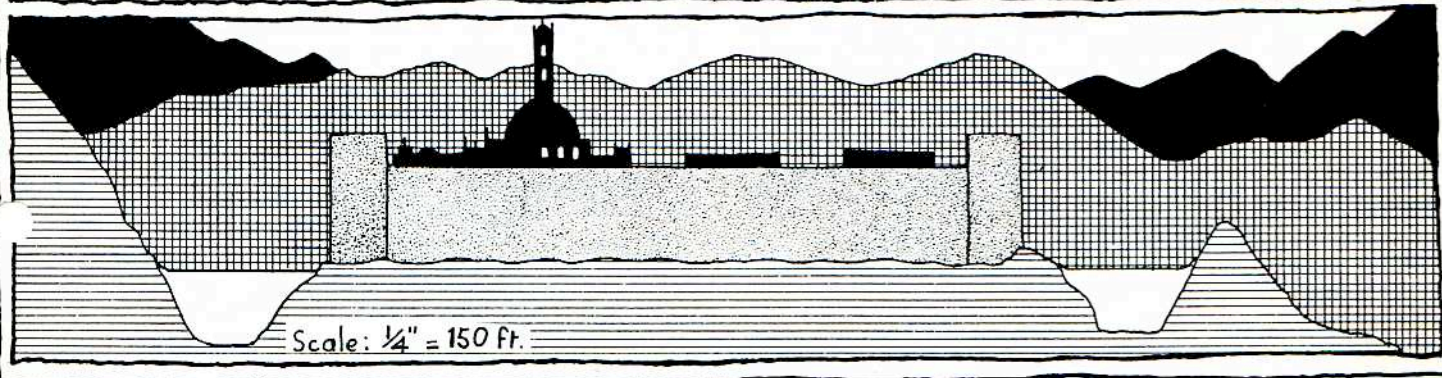
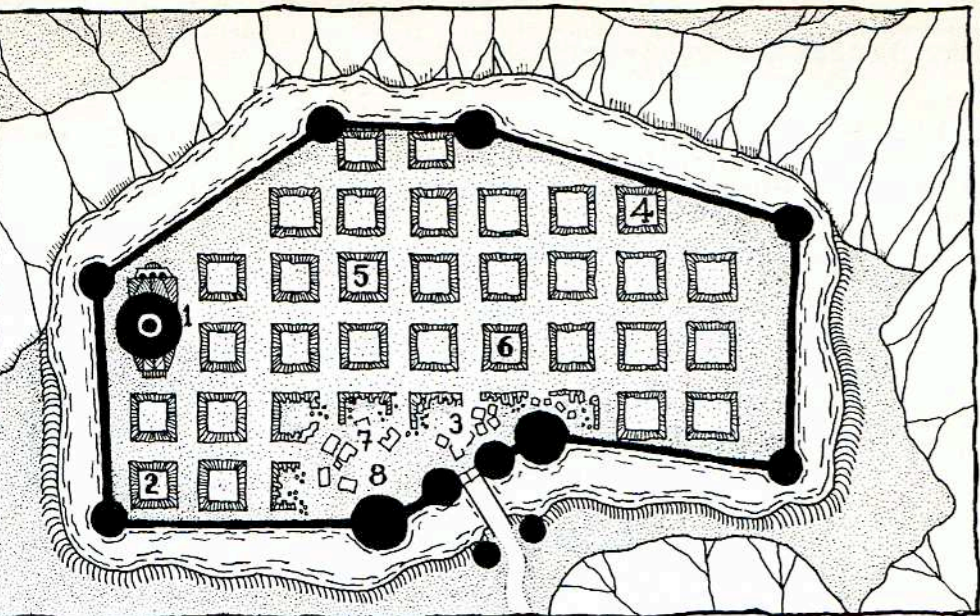
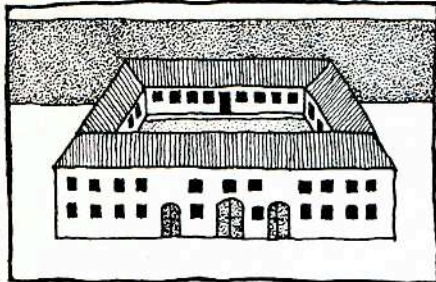
Valbure is also invoked by those who use swords professionally, both to ward off misfortune and to wish it upon the opposition ("Valbure, may his knife chip and shatter"; "Valbure, give my swordarm strength", etc).

Clerics of Valbure are martial folk, who set up permanent shrines where they worship and dedicate swords to the god (usually enchanted weapons of some type). These temples also provide protection for their localities in the form of skilled and armed swordsmen, and training for all those willing to worship and donate tithes. The clerics are well respected by most secular authorities for they do not proselytize, but do provide a solid military cadre and weaponsmiths.

Valbure's clerics hold meteors to be especially holy and will pay good prices for meteorites, as the iron in them is often of the finest quality and the "skymetal" is believed to have fallen from Valbure's own anvil.

TELLHALTER

It is centuries old. A gaunt, black-walled fortress in the hills, built on the volcanic soil of a slender valley. Great plazas there are within those walls, where once dwelled the soldiers of long-past Almete. Now remain but a few adventurers and die-hards, in the houses that were once an Empire's Amroni Carturne, Reeve-Herald of Wicbold



Tellhalter

Of all the towns and villages in Cerwyn, Tellhalter is the most removed. In fact, it is dubious if it is in Cerwyn, since it is a self-governing Free Town beyond the recognised boundary of the Countess' authority.

But for adventurers, Tellhalter acts like a magnet. Barely two leagues away is the road that leads from Wicbold to the Cirbell Pass and thence to the Steppes — as clear a route to fame and fortune as one could ever find. Somewhere in the mountains above the pass is the fabulous City of the Mages — or so men say. There are no maps, nor records to show what might be found in the forested peaks, not a morning's ride away....

Tellhalter is an adventurer's town where danger lurks in every street and no-one is to be trusted. So few of the inhabitants have any regular form of income, that from the moment newcomers set foot within the walls, every possession must be guarded.

The Village

Tellhalter is a fortress, built in the time of the Empire of Almete, and its black walls are centuries old. It perches on the saddle of a narrow pass, on an ill-kept path. One gate breaches the wall, and a further bastion guards the bridge across the moat. Once, 20,000 men — or others — were quartered here, but there are only 300 inhabitants now, mostly humans. All of the buildings are made of the same black stone as the walls, dragged from who knows where. The dominant feature is a huge block building, with a slender tower rising into the sky, whilst no other building rises higher than two storeys. The rest of the fortress is occupied by the plazas of domestic buildings the current citizens inhabit. The orderly plan is marred only in the Gate Quarter, where extensive damage has been shoddily repaired. In this area are a few inns and businesses. Other areas are claimed by individuals or adventurer parties, squabbling over precedence. The atmosphere is sullen and foreboding.

People

Although the population is nominally 350, since at least 200 of these are of the adventuring persuasion, as many as 100 can be out of town at any time. The DM should record the comings and goings of those adventurers the PCs have dealings with, but should make it very difficult for the PCs to discover that information. Tellhalter is a very secretive place and one with no police or militia.

Money changes hands grudgingly in the fortress, and there is little outward show of wealth. The traders charge extortionate amounts for every necessity (five times the listed amounts), but the shops and stalls see customers rarely. Freshly returned adventurers may have a large cache of money, but it will be difficult to spot.

Among the leading lights of Tellhalter are a number of NPC parties. The DM should encourage the players to believe that their characters will be in competition with these for what commissioned work there might be — and that there might be times when they will be hired by opposing sides in a dispute. Life comes cheaply in a place such as this.

CT1 The Temple of Mordrenn: Everyone in Tellhalter visits this place eventually; it is the only public temple in the fortress. The huge Hall behind the main doors is three storeys high, and from galleries at the top there are access stairways to the tower, where only the priests of Mordrenn may tread. There are 19 priests (C9, C7, 2x C6, C5, 3x C3, 10x C1; all CE; plate and shortwords; spells as standard — emphasis on defensive, reversed curative and those that allow them to move unnoticed and take prisoners) besides Sairin. Only the 9th-, 7th- and 1st-level clerics are active adventurers, out 30% of the time. The 6th-level clerics officiate at the Ceremony of Servitude on each Avann-day, and all the clerics perform the necessary devotional duties.

Mordrenn is an ancient deity from the time of the Almete Empire, wherein he was a God of Love — known romantically as the Heart God. The cult died out, but Sairin has revived it, twisting it to her own purposes. When she discovered the temple, she believed Mordrenn required the sacrifice of young men and women, to obtain their hearts. This has perverted Mordrenn himself; without followers he knows he could no longer manifest himself in physical form. He scours the streets of Tellhalter in the guise of an old man (CT8a) looking for a cleric who might restore the true nature of his religion; he promises very little in return, hoping to find someone who will help him in the name of love.

For now, Sairin's is the only openly-operating religion in Tellhalter. She maintains that she is Priestess for a deity worshipped in Kosre whose province is reincarnation. There are few who disbelieve her. Most of the victims she requires are brought in secretly by her acolytes who prey on the hamlets of eastern Cerwyn; but when short, she has been known to pluck victims from the very streets of the fortress....

CT1a Sairin Vertrille; High Priestess of the God Mordrenn F; C16; CE; AC -1; hp 68/64; S 15, W 15, D 15, C 14; uses matched **shortswords +3**; **plate mail +4**; **helm of teleportation**; **ring of invisibility**; **Hand of Mordrenn**.

Whence Sairin comes, or when, no-one knows. In fact, she is 45 years old — though she was born at the very death of the Almete Empire! She was magically suspended by the clerics of a Religion of Warriors and Death and was only restored by the intervention of another cleric, Corvet of the Glaive, some twenty summers ago. He is now dead, and the secret died with him. He left Sairin behind, dwelling in the tower above the disused temple, where she discovered manuscripts relating to Mordrenn that allowed her to commence her evil religion. Now, all she lives for is the opportunity to extend her dominion. Any attempt by a cleric to found another religion, or to restore Mordrenn to his true faith, will be met with all the resources at her command.

Sairin uses her two matched, magical shortswords with great skill, although she is not genuinely two-handed. The **Hand of Mordrenn** is an artifact she compelled the god to fashion. It is a glove of silvered steel that stores a staggering amount of electrical power. If she lays hands upon another being, they will take 8d8 points of electrical damage; the glove may also be 'fired' as a **wand of lightning** three times a day, or at will on Avann-day. Only Sairin may wear it. Any other being that tries to do it must save vs wands or take a shock equal to the full stored power of the glove — 18d8. After such an occurrence the glove will be powerless until the next Avann-day; only Mordrenn may alter its power.

CT2 Cord's Home: A part of one simple plaza houses one of the more famous sons of Cerwyn, Cord of Dahn. An adventurer for 40 years, he was the leader of the famous Red Gauntlets, a band that roamed the Domains. His home is poorly furnished and offers barely 130gp in treasure, although there are ten locked, trapped chests around the building, testimony to former grandeur. All are now empty.

CT2a Cord of Dahn; Adventurer M; F16/R16; LG; AC -1; hp 60/74; C 15 (6), Ch 17; uses **longsword +5/Holy Avenger longsword**, a **crossbow +2** and a **shield +3** (Advanced Only: spells memorised usually curative, defensive and animal-related)

Cord is virtually impoverished. Having accumulated wealth estimated at over a million gold pieces in a long career, he retired, passing most of his magical goods to trusted lieutenants. Then, a terrible illness nearly slew him, and only a series of costly clerical spells halted the decline. He was left weakened, so that for every hour spent adventuring he will lose one point of constitution, down to a minimum of 6. He has come to Tellhalter to reform the Red Gauntlets, and will recruit any willing Lawful PCs. However, he aims high, and already one group of seventh-level adventurers has fallen at his side. He will extract an oath of loyalty from all who join him; who knows to what adventure it will lead them.

CT3 The Corin: A network of alleys near the Gate Quarter. An independent Thieves' Guild, operated by Jarda Whitehand, is established here, among the semi-destroyed buildings. The blocks are riddled by tunnels, secret doors and underground passages that only Jarda knows completely. Trying to track down an individual could be next to impossible. About 30 Thieves live here, in near poverty; drawn by the lure of 'easy' pickings on the frontier. Each will be T1-4, AC 4, armed with throwing daggers and shortswords.

CT3a Jarda Whitehand; Thieves' Guildmaster M; T16; CN; T16; AC 4; hp 54/62; D16; uses **shortbow** and **poisoned dagger** Jarda is using Tellhalter and the thieves who dwell there as part of his design to become a great Guildmaster in the City League. Whilst maintaining an air of incompetence and poverty, he has located a vault, hidden in a maze of tunnels below the Inn of White Bells, and known to him alone. There he stores the loot he has accumulated — a staggering haul of over a quarter of a million gold pieces in gold, platinum and gems, and a number of art treasures which might double that sum. The vault is so well hidden and defended that no-one has ever managed to penetrate it; Jarda trusts nobody. One additional quirk in his nature is that he also has no faith in magic, and will never employ magical items against even his worst enemies.

CT3b Shmettling; Jarda's lieutenant M; T10/A10; NE; AC 1; hp 40/40; S 17, D 17, Ch 17; uses **black-bladed blade of venom +4**, wears **leather armour +4**. Shmettling is a frightening individual, utterly immoral. He is Jarda's assassin, and kills without compunction. He has no motive for staying in Tellhalter — he is not enjoying any of Jarda's wealth — but since he gets so many opportunities to practice his art, he has never thought of leaving. Any threat the PCs pose to Jarda, and Shmettling will begin his work....

CT3c Croan; Fence

M; Fr3; N; AC9; hp 12; wears **helm of teleportation** Croan appears to be independent of Jarda's Guild, but is utterly under his control; this halfling's wife is being held prisoner by a confederate of Jarda's in the League. It is through Croan that Jarda accumulates his wealth. The fence is a skilled manipulator of men, and pits individual party members against each other. Thus he will offer one 1000gp for an item worth three times as much, but with the bonus that he will tell the rest of the party that the item is next to worthless. He then takes the items and sells them in the League, and brings the money back to Jarda. This journey occurs every month, and is made in the greatest of secrecy.

CT4 Cartennsen's Plaza: Even by Tellhalter standards, the goings-on in this part of the fortress are shrouded in secrecy. Those watching the building at night have noted strange smells upon the air and lights in the sky. Most people avoid the place.

CT4a Cartennsen; Wizard

F; MU16; L/LN; AC 2; hp 46; I 18; wears **bracers of defence AC2**, uses **wand of fireballs/wand of fire (8 charges)**; **medallion of ESP 30'**. Cartennsen gave up active adventuring five years ago, to take up experimentation in enchantment. One particular experiment has gone dreadfully wrong, and a ferocious demon is now contained within a chamber, held only by Cartennsen's magicks. While she has little difficulty in keeping the demon contained under normal circumstances, on approximately one night in ten it tries to break free, and she has to fight it. If anything happens to break her concentration on such a night....

CT5 The Plaza of the Medusa Legionnaires: This houses one of the NPC adventurer parties inhabiting Tellhalter. The Legionnaires are a noisy, quarrelsome group of chaotics, not particularly malicious, who use the fortress as a base. They will only be in residence 20% of the time, and normally carry a variety of wounds and ailments when at home. They rarely have any money, even after adventures; their first port of call is always Alnedius' (CT7). When first encountered, the party consists of F6, C5, MU5, F-MU4, F4, T4, C4 and F3 — there is a 50% chance of 1-3 of them failing to return from one of their forays.

CT6 The Patricians: A tiresome bunch of neutrals, much depleted by over-ambition. They are in residence just 10% of the time, and have another home in the City League. They are more inclined to be evil than the Legionnaires, and are more successful at holding on to money. They might have d100 x 100gp in their block at any one time, although their enormous appetite for fine wines usually evaporates whatever money they do find. The party currently consists of T8, F7, F7, C6/Dr6, but they could easily just fail to return one day.

CT7 Alnedius' Club: A squalid gambling den, inn and bordello, where the rowdy adventurers of Tellhalter generate the only truly regular income: Alnedius'. Prices are 5x normal, and the quality is lousy; but it's the only game in town.

CT7a Alnedius; Club-owner

M; T6; N; AC 5; hp 18/24; D 17; uses **poisoned daggers**, **poisoned swords** or just poisons the wine.... Alnedius doesn't intend to stay in Tellhalter long. With the money he's raking in, he can buy a proper club in High Lygol or even the League, and be respectable. For now, he just sits back and rakes it in. The club has been robbed every week or so for the last ten years, but he doesn't mind.... his three savage guard dogs have killed two men for every gold piece that has ever been taken.

CT8 The Gate Quarter: Food, drink and most perishables can be bought from the stalls in the 'market', but at 5x times normal prices. All other goods can be imported at double the cost again. These factors ensure no-one does business with the traders of Tellhalter unless they are really desperate, and why larceny is the cause of more money circulating than trade. There will be 1-6 traders, 2-12 T1-2s and 5-8 beggars here at any time.

CT8a The Old Man/Malsenn; deity

M; Fr1; AC 10; hp 1; S 4; Ch 4; no visible weapons or means of defence The only way Malsenn can manifest himself upon this plane is in the guise of a pathetically weak, diseased old man. He waits in the Gate Quarter for newcomers, and will badger clerics for aid, along with three or four other beggars. He doesn't want money though. Instead he will beg them to restore the true religion of Malsenn. He will, if anyone will listen, relate the story of the malicious twist the worship of Malsenn has taken; everything, in fact, but his true nature. Should anyone mistreat him, he will appear again the first time that person is alone, and lay a **curse**. The person will then be left with an effective charisma of 3; surely to be reviled by everyone and everything until the inevitable end.

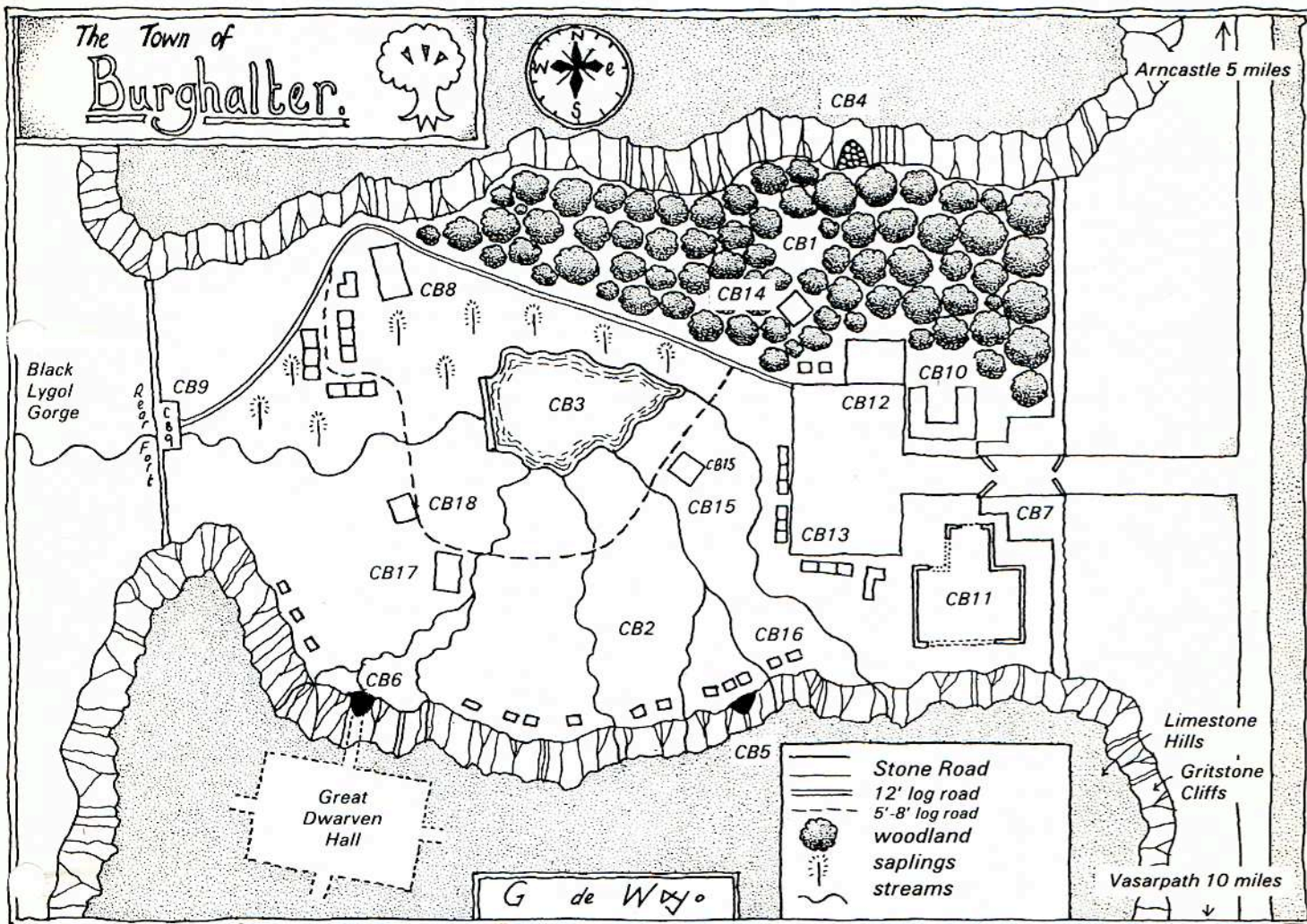


PELINORE



The County of Cerwyn: BURGHALTER

A land of adventure. About the City League there lies the County of Cerwyn, a small island in the wilderness where people scratch a living from the land, and where adventurers can rest between adventures. Each month IMAGINE magazine presents a town or village from the County, describing the location and its inhabitants, and offering a few suggestions for further adventure. This provides an ideal campaign background for the GM who can collect these articles and build them up into the most comprehensive campaign setting available. Copy them, or cut them out and store them in a ringbinder and you need never be short of an idea for urban encounters again.



by Chris Felton

History

1283 years ago: The valley was colonised by dwarves. Defensive walls were built and the dwarves began diggings in the hard gritstones.

137 years ago: The dwarves sold Burghalter to a human merchant after a phyrnic victory in the Sarpath Mountains depleted their numbers. The merchant sealed up the caverns and built an inn. The property changed hands on five occasions in the next forty years.

96 years ago: The Burghalter Inn was destroyed by giants, acting as mercenaries for a third party, who also cut off all traffic along the Arncastle-Vasarpath road. One year later the giants' contract was completed and they moved on, and at some stage in the next three or four years, Burghalter was taken over by a dark and evil Rakshasa cult. They re-opened the caverns with humanoid slave labour and extended them into a major complex over the next decade, finding traces of ancient workings below the surface of the valley.

8 years ago: Jelima Ganz, a good priestess of Amaras in the County of Bereduth, was kidnapped, transported to Burghalter and sacrificed.

7 years ago: Jelima's husband, Varlin, and his adventuring colleagues destroyed the Cult in a mission of vengeance. The Cult Temple was razed and the caverns cleared. Varlin decided to set up permanent residence here and re-named the village Jelima.

6 years ago: Varlin and a cleric named Solem consecrated the former Great Hall of the Dwarves as a temple. The community expanded as halfling farmers arrived, and a new inn was opened on the original site to replace the one which was destroyed. The old quarry was screened from the rest of the valley by trees.

3 years ago: A silvery mallorn sapling was found in the northern half of the valley. 30 Elves, to whom the mallorn is sacred, leased the land from Varlin and his adventuring colleagues.

6 months ago: Varlin and Solem commenced work on a new temple.

DM's Notes: The new name of the village, Jelima, has not stuck among the population of Cerwyn as a whole; the DM should only describe the village thus when the PCs are actually present there. Note also that the details of the Rakshasa Cult should not be made known to the players, who should instead be informed of the popular belief that the giants were defeated by Varlin. There is ample opportunity for the players to discover the remnants of this cult if they choose to explore the caverns.

The Valley

The valley lies among the foothills of the Sarpath Mountains, between the Vasarpath-Arncastle road and the Black Lygol River gorge. The sides of the valley are steep but by no means unclimbable by unarmoured characters.

The woodland is mostly oak and ash, and the soil is well drained by a network of rivulets and the drainage schemes of the halfling farmers. The roads are log roads, 5-8 feet wide, except for the road from the entrance to the Rear Fort, which is 12 feet wide.

CB1 The Woods: These cover the valley on the western side. Here live 30 adult Elves, tending the mallorn at the centre of the site.

CB1a Lagoniturel; Elven Priest;
M; C7; N/CG; hp 27/34; Ch 16

Lagoniturel is the only elf regularly seen by the rest of the community of Burghalter, as he buys their food and arranges whatever else they need. No-one outside of the elves knows the set-up in the woods; in fact Lagoniturel and his fellows receive a regular secret donation of silver from an outside source to maintain the mallorn and to be ready to take over the valley should the humans ever choose to leave. It would be a matter of great concern to the elves if human habitation were greatly extended in the valley.

CB2 Farmland: The halflings have cleared the woodland and now have good, fertile soil producing abundant goods under their care.

CB3 The Lake: A dwarf-built dam pens the many streams through the valley and the resulting lake has been stocked with fish.

CB4 Sealed Tunnel Entrance: Leads to the underground complex, but has been sealed by a solid stone wall.

CB5 Northern Tunnel Entrance: The trees cut from the southern end of the valley are stored here, cut to mature for the roof of the new temple. Beyond, the tunnels are sealed with stone walls.

CB6 Southern Tunnel Entrance: Many of the areas behind this entrance were in use as dwelling places while homes were being constructed. Two people still live here. Immediately behind the entrance is the former Dwarven Great Hall, now a temple to Tarmenel (see *IMAGINE* magazine, #26)

CB6a Reeni Tayar; Priestess;
F; C5; N/CG; hp 21/27

Reeni looks after the underground temple and handles routine services while Solem sees to the building of the new temple. She is popular and well-known throughout Burghalter, and is married to the quarry foreman, Latel.

CB6b Latel Tayar; Quarry Foreman;
M; Fr2; N/NG; hp 8

Latel is a Bereduthan, and deeply suspicious of those citizens of Burghalter who hail from other lands.

The Village

CB7 Gatehouse: Ten F1-2 mercenaries on long-term contracts watch the main entrance to the valley. They wear chain, and carry shields, shortbows and broadswords.

CB8 Quarry Barracks: Five F1-2 mercenaries watch over the quarry. They can be alerted from the Rear Fort in time of danger. They are armed as above (CB7).

CB9 Rear Fort: Five F1-2 mercenaries watch the Black Lygol gorge from here. The narrow gate guards a flimsy drawbridge. The stream from the valley flows through an iron grille.

CB10 Burghalter Inn: The Inn has high-quality rooms for merchants and other passers-by at 3gp per night, and common rooms for guards, teamsters, etc at 5sp a night.

CB10a Megart Jonniker; Inn Manager;
M; Fr 3; N; hp 9

Megart is the third son of a noble who was implicated in a plot against the Katar of the City League by the Knights Ocular, but who was lynched by a mob before his trial. Megart and his brothers were stripped of titles and wealth and exiled. He came to Burghalter by chance, and agreed to work for Varlin — purely because, as a Bereduthan, Varlin was unlikely to care a fig for the justice of the City League. He hopes to raise some money to clear his father's name — and is fiddling the books. His birthright makes him rather aloof.

CB10b Falli; Chambermaid
F; FO/NM; hp 3;

Falli is attractive but very withdrawn. She alone knows all about Megart, including his thefts, but she is in love with him and says nothing. As one of only two unattached women in the valley (the other is one of the mercenary guards), Falli attracts plenty of attention from the guards and others, although she rejects them all.

CB11 Temple under construction: The vaults and foundations have been excavated and work is in progress on the walls. This temple will be dedicated to Tarmenel. It is impressive enough already to hint at great wealth.

CB12 Stables: There is room for up to 40 horses, although only two berths will be occupied. The standard charge is 4sp per night, but Yarred can spot adventurers a mile off and hikes the price up to 2gp.

CB12a 'No-nose' Yarred; Teamster, Stable Manager;
M; Fr 1; N; hp 4

Wears leathers and carries a whip.

Yarred is an old horseman who lost the tip of his nose to a warhorse. He claims to have been raised by pegasi, though most people scoff; however, he is very capable of raising and training pegasi, and would do so at a considerably cheaper price than some big-city trainer. Yarred is normally out in the daytime taking stones from the quarry to the new temple in an old wagon.

CB13 Workers' Houses: The large house in each group is a communal dwelling for unmarried men. Varlin and the others have failed to recruit many married workers; consequently, after being paid the men often go off to Arncastle, where they are becoming known as a rowdy nuisance.

CB14 Solem's House: Endor and Castillo Solem's home is set back amongst the trees. Endor is a central figure in Burghalter, and his wife Castillo is a qualified engineer who is supervising his grandiose plans for the temple. She is, however, house-bound after an accident that has left her crippled, and is very unlikely to be encountered by PCs, even if they call at the Solem household.

CB14a Endor Solem; Cleric adventurer (part-retired)
M; C10; N/CG; hp 51/61; W 17, C 15, Ch 16

Wears strangely-cut, old grey suit — a unique magical item which becomes **plate mail +2** when a command word is spoken. Also has (Basic: **ring of protection +1**; Advanced: **cloak of protection +1**). Uses **flail +3** if expecting trouble, **staff +1** otherwise. Also owns (Basic: **wand of cold** (20 charges), **flying carpet**, **ointment of soothing**; Advanced: **wand of magic missiles** (34 charges), **carpet of flying**, 6 pots of **Nolzur's Marvellous Pigments**), various scrolls and potions of his own making, and a special salve that inhibits a person's scent for 2-8 hours. Usually has curative, defensive and at least one high level offensive spell memorised.

Endor Solem is aloof to strangers, allowing only his truest friends to see his sensitive real self. Still enjoys battle-practice, but his burning ambition is to see the temple completed — it has cost him nearly every gp he ever had.

CB15 Ganz' House: An effusive house; open and cheerful suit the owner. Varlin still has some adventuring wealth about the place, although he spends it quickly. One secret panel contains his dead wife's jewels (10 pieces, total value 30,000gp), another contains a bag of diamond dust (value 1500gp) and Bereduthan coin to the value of 14,000gp. The panels are trapped with (Basic: an explosive trap doing 1-8 damage; Advanced: **glyphs of warding**). Wages for the temple construction workers are kept in a locked chest, and consist of 1200gp in silver and gold coin. A book in the chest shows that there should be 3200gp present, but 3000gp was stolen from this chest recently, and Varlin has been able to replace just 1000gp from his own resources.

CB15a Varlin Ganz; Cleric adventurer
M; C9; N/CG; hp 37/44; W 16

Wears clerical robes or **plate mail +1**. Uses horseman's mace or **club +1**. Also owns **boots of levitation**, **rod of cancellation**, **potion of speed**, scroll of **remove curse**, **raise dead**, (Basic: **purify food and water**, **cureall**; Advanced: **purify food and drink**, **heal**).

Normally has curative and offensive spells memorised.

Although a spendthrift and a happy-go-lucky type, Varlin's nature is clouded by the obsession he has with turning Burghalter into a monument for his lost wife. He still goes out adventuring, and might join a suitable party of PCs if approached. However, he has something of a hidden deathwish, and might prove to be as much of a liability as a help. Something which some people might find odd is that Varlin — and not Endor Solem — runs Burghalter, despite the fact that Solem is of a higher rank in the church of Tarmenel. This is because Endor considers 'civic' work beneath him and has 'delegated' the responsibility.

CB16 Halfling Homes: These dwellings are burrowed into the hillsides, and provide homes for the young halfling community who farm the southern half of the valley.

CB16a Cholorodeny; Farmer (thief);

M; T4; N/CN; I 17, hp 10

Cholorodeny (pronounced 'Chordeny' around the village) is a member of a Thieves' Guild based in the New City area of the City League, placed here to report on events around the valley, particularly on the arrival of religious relics for the new temple. He has one spectacular theft to his credit — he recently removed 3000gp from Varlin's home which the adventurer has never announced as stolen.... The money is buried behind his home.

CB17 Byloff's House; a plain building with a slender tower. Tobek and Lana's 6 children can normally be seen playing outside.

CB17a Tobek Byloff; Fighter adventurer

M; F8; N/CG; S 15; hp 32/40

Wears lots of frills, lace and bright colours — or grim **plate mail +2**. Carries **shield +1**. Normally armed with **bastard sword +3**, also owns **longbow +2**. Has (Basic: **ring of X-ray vision**, **boots of travelling and leaping**; Advanced: **ring of ultravision**, **boots of striding and leaping**) and a rare magical item fashioned from a unicorn's horn that causes poisoned liquids to foam.

Tobek is an optimistic dandy and wine connoisseur, who tends to run roughshod over other people when involved in an adventure or when they are dealing with his wife. He and Lana are virtually estranged.

CB17b Lana Byloff; Magician adventurer

F; MU 8; N/NG; S 6, I 16, D 7; hp 24

Wears dark green cloak (Basic: **displacer cloak**; Advanced: **cloak of protection +2**) fastened with silver spider-brooch with water opal eyes (Basic: **talisman of elemental travel**; Advanced: **periapt of wound closure**). Carries **dagger +1**. Also owns **wand of fear**, **wand of illusion**, **bracers of defence AC6**, (Basic: **ring of water walking**; Advanced: **ring of water breathing**), **rod of cancellation**, **potion of diminution**, and several scrolls of her own devising.

Unless prepared, normally has few spells memorised except those necessary for her researches.

Lana has been working on various aspects of magical research, which has estranged her from her family. On the last adventure she undertook with Varlin and the others, she was very nearly killed when **charmed** by a vampire. Quite weak herself, she has been trying to enchant some gems so that they would make the bearer impervious to all **charm** attempts, but has failed so far.

CB18 Toreau's House: A small house compared to the other adventurers', since Ardise and Ildros don't care much for visitors.

CB18a Ardise 'Red Hand' Toreau; Fighter adventurer

F; F10; N/CG; hp 53/64

Scruffy clothes or **plate mail +1** and **shield +2**. Uses **battleaxe +1** or **longsword +2**. Also owns rings of (Basic: **safety**, **quickness**; Advanced: **feather fall**, **warmth**), **djinni summoning** and **fire resistance** (the first two are normally worn, the others kept on a 'watch chain' inside her waistcoat or armour), and (Basic: **pouch of security**; Advanced: six **sheets of dust of sneezing and choking**). Her fascination with rings extends to non-magical ones as well, and she wears as many as a dozen, worth 100-2000gp each.

Ardise is an uncompromising fighter, and a careless, insensitive and abrasive comrade. She is normally both loyal and courageous — but her passion for collecting rings has actually led her into a fight with Tobek Byloff which — astonishingly! — she lost. She is sullenly waiting for a rematch.

CB18b Ildros Toreau, aka Thorn of Xir; Historian

M; Fr 5; N/CN; I 18; hp 17

Ildros is the son of the magic-user under whom Lana served her apprenticeship. Formerly a noted historian in Xir, he now acts as Burghalter's record keeper. In his small office in the Inn, there is a huge map of all the surrounding wilderness, right up to the edge of the Steppe country. He will make accurate, smaller copies for 50gp each.

The People

The other citizens of the village are:

5 quarrymen, 10 masons and 10 builders; a foreman (Latel Tayar, **CB6b**), driver and cook. These work under Varlin and Solem's directions.

20 mercenaries under the command of Ardise Toreau (**CB18a**). One of these is the only other unmarried woman in the village (see Falli, **CB10b**). The guards are very protective of her.

30 elves under the guidance of Lagoniturel (**CB1a**).

30 halflings, with 14 children.

3 Inn staff

4 house servants for the adventurers.

The Politics

Nominally, Burghalter owes allegiance to the High Steward of the County of Cerwyn, George Fardwarm. However, the village is beyond the recognized boundaries of the County, and as such is merely a trading partner covered by certain guarantees of military assistance. In return, Varlin and Solem have paid a large sum of money to Fardwarm for the right to establish their temple here. Varlin is also secretly negotiating to have Burghalter officially recognised as a part of Cerwyn and for at least half the garrison of Arncastle to be moved here, offering his services as a mercenary to extend Cerwyn influence further south and east.

Because of this, employment would be available to adventurers willing to journey into the wilderness, although Varlin would not reveal the full extent of his plans to just anyone.

Varlin's imaginative and expansionist plans will inevitably cause problems as both the inhabitants of Burghalter and nearby towns and communities realise the full implications of what he has in mind. He is quite aware that the merchants who use Burghalter will support his plans, as they could look forward to the increase in revenues that a garrison would bring.

On the other hand, Varlin knows that the dwarves of Vasarpath will be concerned that the County's influence will be seen as approaching their independent town. Although he has had little contact with the barbarian tribes of the Steppes (and those cultures no-one knows of, which lie beyond), they are hardly likely to be pleased if they perceive even a small authority like Cerwyn extending its borders in their direction. Further, Varlin suspects, quite rightly, that the citizens of Arncastle will also be upset if they lose all or part of the revenues that the garrison has brought, along with the protection it has afforded them and their prestigious position as an honoured outpost of the County. He is completely unaware of the fact that some of the bitterest rivals to his plans will be his fellow adventurers, who have helped establish his position of authority within the town, and who use it as a base for their explorations into the mountains and steppes. They value the fact that Burghalter owes real allegiance to no-one, and are keen to make sure that no outside power increases its grip on 'their' little town.

Lastly, the elves have their own secret ambitions for the valley where the Mallorn grows, hoping that one day it will be a shrine held by them alone; Varlin's plans can hardly be said to tie in with this hope.

Plotlines

Apart from becoming involved in the high politics of Burghalter, PCs can find plenty of other ways of interfering in the daily lives of these interesting people:

1. Sooner or later, Megart (**CB10a**) is bound either to make a mistake, or to decide that he has enough money to return to the League, and Varlin will discover that the Inn's books have been cooked. Perhaps Falli will feel rejected once too often and give him away. But what will Varlin do, given that he has also been robbed at home. Just to save face, the cleric might be looking for someone who could track Megart down, and exact some sort of punishment, without anyone else knowing.

2. A stranger arrives, and three days later Megart is either dead, or begging the PCs for help. Who is the stranger, and how does he threaten the Inn Manager? Megart's brothers or the Knights Ocular might be the source of more trouble than anyone suspects....

3. Varlin finds cash running low, and is desperate to find the money that was stolen before. Who can he turn to but a party of outsiders?

4. Tobek and Lana part company. No-one need get involved in their domestic quarrel, of course, but a charismatic fighter might suddenly find himself the centre of her attentions. And Lana has something to offer the right man — the **gems of charm protection** that have been the centre of her researches for the last year. All Lana wants is protection, but it is not unlikely that she might become infatuated with a male PC who paid her the right kind of compliments. Whatever the truth of the matter, Tobek is going to fight back, and then Ardise is going to seize her chance to get her revenge for that amazing defeat over the ring. Varlin and Endor Solem will try to stop Ardise from getting involved, as well as dropping heavy hints to the erring (or totally innocent!) PC that it is time to move on.... but Ardise has a terrible anger and the mercenaries on her side. Burghalter might erupt in civil war — with the PCs in the middle.

And if that little lot doesn't convince you that Burghalter should become a tourist resort for your weary party, then turn overleaf, and find out what is happening *under the surface*....

Rakshasa Cult

For many years, Burghalter and its environs were dominated by the evil minions of a cult that worshipped the dreaded (and, some say, mythical) Rakshasa. These horrid beasts are rumoured to be able to appear in any form in order to cause victims to relax for the fateful second which seals their doom — and guarantees the Rakshasa a tasty meal. It is unclear why anyone should choose to honour and worship these evil creatures; although such acolytes can be of use to the Rakshasa, the monster recognises allegiance to no-one and these same acolytes could one day follow the same path as the other unfortunate victims of the cult.

It was an enormous relief, therefore, to all those who live in this part of Cerwyn, when the cult was vanquished and driven from the district. Since the coming of Varlin and his adventuring colleagues, life has returned to what passes for normal in this part of the world — so much so that even the occasional disappearance of a member of a passing caravan has raised no memory of the cult.

These disappearances are signs that the time of the Rakshasa has not entirely passed. The remnants of the cult — which was crushingly defeated by Varlin — fled deep underground into passages and caves beneath the village that even the dwarves would not have known of. There they wait, slowly recovering their strength, until the day when they might once more threaten the security of the whole of the Domains.

DM's Notes

There are no maps of the Rakshasa cult's lair, as it is made up of a tortuous network of cracks, tunnels, caves and underground rivers, far beneath the surface. Access to this network can be gained from the backs of the caves in the Burghalter valley (assuming the obstructions can be cleared without the interruption of investigating Burghalter citizens), via unnoticed and unexplored passageways. There is even a way down through the existing temple to Tarmenel. A fourth entry point exists beneath the new temple, being built in the middle of the village. Only the senior engineer, Castillo Solem, and the two clerics, Endor Solem and Varlin Ganz, know that the temple is being built on the site of a previous building — and even they do not know that this was a shrine of the Rakshasa cult. If PCs find the extremely well-hidden entry point (beneath a fake foundation stone), they will discover passage ways and tunnels that lead ultimately to the maze that the cult still occupies. This is the entry still used by cult acolytes on occasional forays into the night. And in this new centre of evil, they will find another shrine, built to honour something even more foul and horrid than the Rakshasa! Just what this thing is, the GM will have to think of — preferably in daylight....

As for the only mildly-terrorising members of the cult, there are listed below the acolytes and men-at-arms that are the remains of the cult. These are men and women of advancing years, long-starved of daylight. If desired, the GM could arrange for the party to meet one of the Rakshasa themselves, in which case those playing in a D&D campaign should treat this monster as the equivalent of an 18th level fighter with polymorph abilities, which can use MU and clerical spells (levels 1-3), can cast illusions at will, is immune to all spells of less than 7th level, and takes no damage from any but the most magical of weapons....

CB19a The Besotted One; Chief Acolyte

M; F12; C/LE; AC 0; hp 80/100; **ring of regeneration, mace +4**

This poor creature has long since forgotten his name, his past, why he came to be here or indeed anything that is outside his total adoration of the Rakshasa. Words like 'depraved' or 'evil' are almost meaningless when considering the complete control the monsters have over his mind and actions. Suffice it to say that he is a tool of the beasts, and will stop at nothing to lead the unwary or the weak to be eaten by them. If that is not possible, he will sacrifice his life to try and slay intruders — and it would be preferable to be slain rather than be taken alive.

CB19b Reena; Acolyte/Servant

F; F11; C/LE; AC -4; hp 56/68; **ring of invisibility, gauntlets of ogre power**

Reena has embraced the cult wholeheartedly since being captured. She was once fair and attractive and her good looks were the cause of the demise of many a hot-blooded male, and thus she was most useful to the Rakshasa. In her later years, this has been replaced by a ruthless spite. Although she is as much of a cipher as the Besotted One — devoting her time to capturing innocents for her masters — she is more likely to flee if confronted on her own. Amidst a mass of fellow cult members though, she will be a formidable fighter.

CB19c-d Servants

c; M; F9; C/LE; AC -4; hp 50/65; **axe +3, ring of protection +3**

d; M; C6; C/LE; AC 0; hp 25/35; **flail +2**

These, the last of the servants, are anonymous and mindless — save that they will prove to be potent defenders of the cult.

There are also 10 men-at-arms (F3, AC 1, hp 20/25, one has **sword +2**) who will fight to the death to protect the Rakshasa or their acolytes.

The Red Finger

Hidden on the cliffs above the village is an outcrop of strangely-coloured rock that juts into mid-air at an impossible angle, where it catches the rays of the rising and setting sun. These morning and evening rays enhance the rock's rich red colour, so that it almost seems to glow.

This geological accident has stirred religious thoughts in many and various people, and it has become a site of some religious significance for groups of gnomes and dwarves, who have seen it as a representation of the powers that control the earth. Similarly, many monsters have seen some significance in it that might not be immediately clear to men.

Sages who have studied it have remarked that it is probably the remains of a seam of metal that yields its colour when exposed to the air. These prosaic explanations have done nothing to diminish the awe and wonder in which it is held by those who consider it holy.

Today, the site is seen as something of a curiosity by the people of Burghalter, who pay it little heed. In a way, this is more than a little ironic, for it is the Red Finger which marks the furthest boundary of the raiding grounds of the barbarians from the Steppes. If it were not for this marker, the wild horsemen from beyond the Sarpath Mountains would have brought fire and ruin to the County of Cerwyn even more often.

Pilgrims come from strange and far-off places to see the Red Finger, and the people of Burghalter will often direct strangers to it, assuming that it is the cause of their visit, even though they pay it very little heed themselves.

DM's Notes

The truth of the matter is that the rock is made of solid iron, and as such will have a very powerful effect on any use of materials nearby that might be influenced by such a large source of ferrous metal. Of course, it is possible that your campaign would not be influenced by such an artifact, in which case you should feel free to replace the material with whatever might have an effect on — say — spellcasters....

It is naturally quite likely that rumours of this strange landmark will circulate to sites far away from Burghalter, and that it might be possible to use the Red Finger as a means for getting the players to this part of Cerwyn in the first place.

CB20a Far Sighted Gaspar; Hermit, Lunatic

M; MU9/110; C/CN; AC 9/10; hp 20; 118; **wand of illusion** (disguised as a clay pipe)

May use any illusion type spell in Basic

The rock is guarded by an old gnome illusionist called Gaspar. He is highly intelligent and completely insane, although in a perfectly harmless and pleasant way. His insanity is not entirely due to the solitary existence he has led since first he came to sit at the foot of the rock; he must have been at least mildly eccentric to have done so in the first place.

He will afford no danger to anyone who visits the rock, but he may trick or confuse them by minor illusions designed for his own amusement. He will stop at nothing, however, if he feels that a visitor might have a mind to perpetrate serious harm upon this prized possession.

In addition to the normal accoutrements of his life as a hermit, he possesses a wonderful and peculiar instrument that has earned him his nickname 'Far-sighted'. It is a long, hollow tube with pieces of glass in each end, that Gaspar says allows him to see things that could not normally be seen. Not many people, when given the opportunity to use this device, can make it perform in the way that Gaspar claims it does....

CB20b Crothone Bear; Tribesman

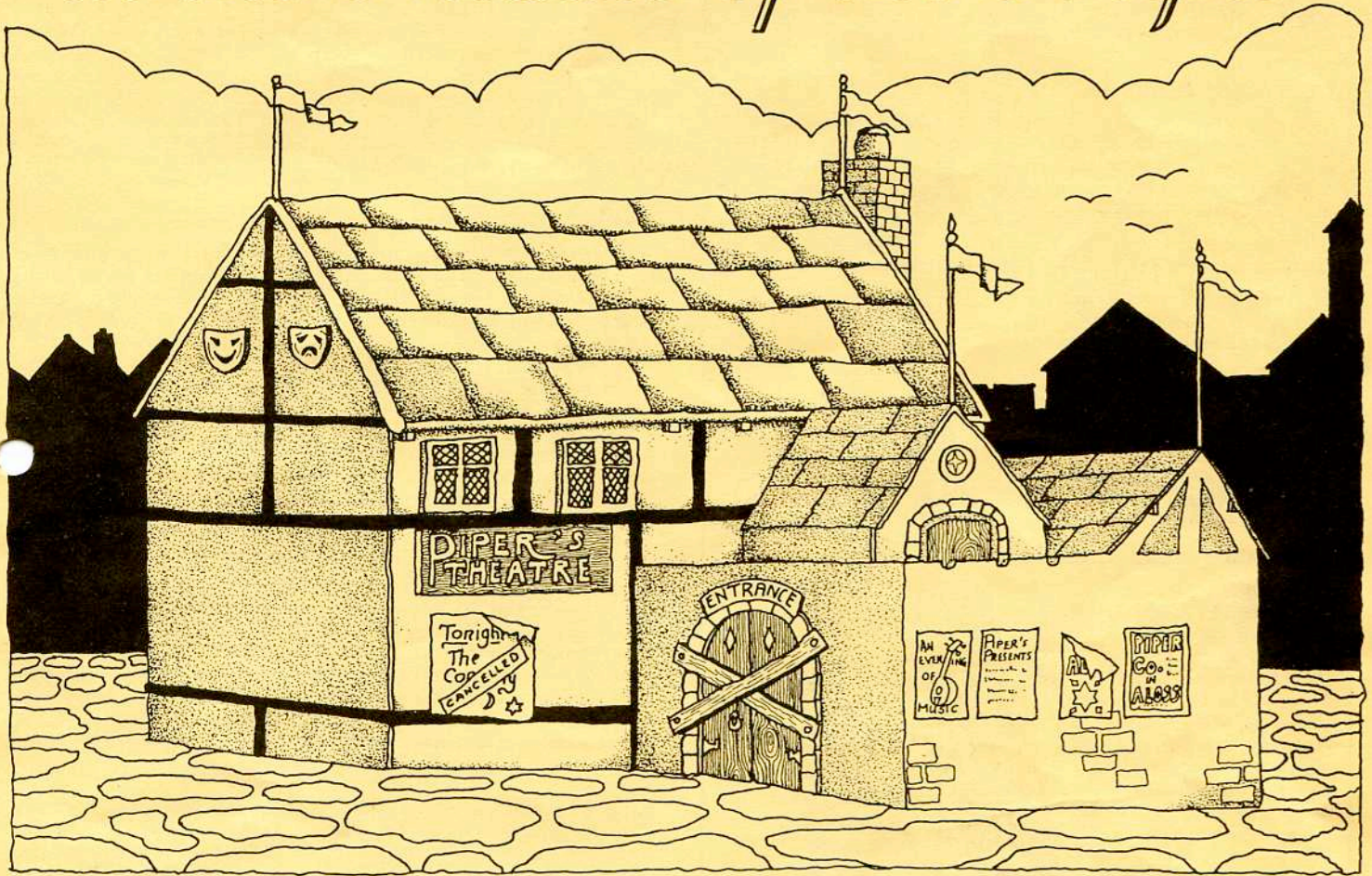
M; F4/B4; N; AC 4; hp 28/40; S 18; shortbow, spear

Whenever the PCs are at the rock, they will be observed secretly by Crothone and his fellow Bear tribesmen and women. This unfortunate group of barbarian horse-raiders have been 'exiled' here by the head of another clan within their tribal group, after a mistake involving the ownership of some deer horns. Having taken issue with the tribal chief, the Bear clan is in disgrace, and Crothone and his kin have been stationed here to watch the rock. Their instructions are simple; they are to remain at the rock until such time as the Red Finger shines no longer at Day-end, when the peoples of his tribe will lead the barbarian invasion of Cerwyn.

It has already been seven months, but Crothone has not neglected his duty for a moment. The tribesmen are masters of camouflage, and it is unlikely that the PCs will notice them while they are at the rock. However, if they do anything that causes the rock's glow to fail — blowing it to atoms might have the effect — the PCs will hear the howling war-cry of the Bears, and Crothone and his fellows will be off to tell the tribe the good news. Alternatively, if the PCs wander around the mountains about the Red Finger, the Bears might attack them or spring a few traps, just to while away another day.

Crothone is accompanied by 30 Bear tribesmen and women (F1-4/B1-4; AC 2-4; hp 7-21/11-40; bows, axes, daggers) who will follow his orders without fail unless they would offend the honour of the clan.

One Fine Day in the Middle of the Night



by Paul Emsley

This module is suitable for use with either the **DUNGEONS & DRAGONS®** or **ADVANCED DUNGEONS & DRAGONS®** games. Set in the City League, part of **IMAGINE™** magazine's campaign world of **Pelinore**, it can instead be placed in any city setting of the Dungeon Masters' own devising.

STATISTICS

The format given below for statistics is the standard one used for all the major City League non-player characters (NPCs) who have appeared in **IMAGINE** magazine. Permission is granted to reproduce this information for personal use for those players who wish to store the campaign material.

Major Non-Player Characters

Whenever important NPCs are described in the text they will be given in a standard format. While all the statistics are for the **D&D** and **AD&D** games, the general information about each character will allow referees using other systems to quickly extrapolate the information required. Details of the characters will be presented as follows:

Line 1: Identifying Number; Name; Gender; Class & Level; Alignment.

Line 2: Weapon; Armour class; hp

Line 3: Race (immediately below ID number)

Lines 4-10: Ability statistics in the form 'S 17', etc

Lines 4-10: Indented from the statistics — details of character

- appearance
- occupation
- characterizations
- contacts

Wherever alternatives are given for a particular piece of information (eg hp 8/11) the **D&D** game statistics are shown before the slash and those for the **AD&D** game after.

Minor Non-Player Characters

Less important NPCs will be described merely by name and a few descriptive sentences. All such characters are NM/FO, hp 4 unless otherwise defined. It is possible that an otherwise unimportant NPC might become the centre of undue attention during the game, in which case the DM should add whatever statistics are required.

Abbreviations

In addition to the usual abbreviations used in NPC and creature statistics, the following will also be used:

For the **AD&D** game: **Assassin**; **Acrobat**; **Barbarian**; **Bard**; **Cleric**; **Cavalier**; **Druid**; **Fighter**; **Freeman**; **Illusionist**; **Monk**; **Magic User**; **Paladin**; **Ranger**; **Thief**.

For the **D&D** game (where these are different): **Avenger**; **Dwarf**; **Elf**; $\frac{1}{2}$ ling; **Knight**; **Normal Man**.

Races (where not covered by the above): $\frac{1}{2}$ Elf; **Gnome**; **Human**, $\frac{1}{2}$ Orc.

Spellbooks

Magic-using NPCs' spellbooks show level, followed in brackets by the spells as numbered in the relevant rule books. The spell will be marked with an asterisk if it is currently memorised; eg 1 (2, 3*) means that the MU has the first level spells numbered 2 and 3 in her spell book and that number 3 is currently memorised. Full spell memory may not be allocated to allow the DM some flexibility in this regard.

The Freeman or Freewoman

In the **Pelinore** campaign, a non-player character class has been created for use in towns and cities. Rather than have these populated by just a mixture of exotic adventurers and thousands of zero-level fighters (NM/FO), this class allows for the development of a great many people — merchants, functionaries, clerks, bankers, guildsmen and others. Note that this is not intended to be a class available to player-characters and, after a quick look, very few players would be that keen to join its ranks anyway.

Character Abilities

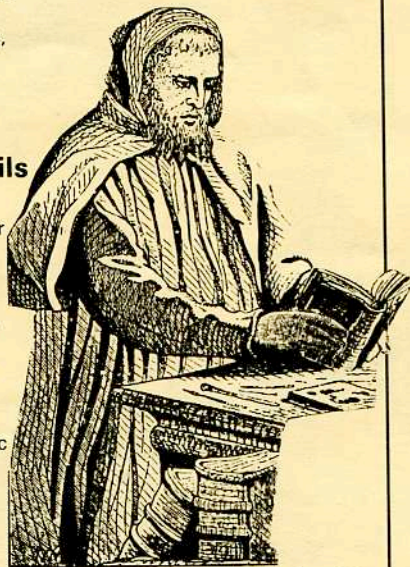
Abilities are rolled up as usual; these people are no more or less able than the average adventurer. In certain circumstances, the DM should reduce some ability scores to allow for the less-than-strenuous training that non-adventurous Freemen or Freewomen may have had.

Bonuses due to character abilities

Strength: No attack/damage bonuses, others normal
 Intelligence: Normal language bonuses
 Wisdom: Normal Saving Throw bonuses
 Dexterity: No missile bonuses, others normal
 Constitution: Ordinary (non-fighter) hit point bonuses
 Charisma: Normal

Character class details

Hit die type: d4/d6
 Max no of hit dice: 9 (+1hp for each level above 9)
 Spell ability: nil
 Level limit: none
 Armour: any, but rarely worn
 Shield: possible
 Weapons: any, but only ever proficient in one (-5 non-proficiency penalty)
 Combat table: attack as magic users of equivalent level
 Oil? yes
 Poison? yes
 Racial restrictions: none



The level of a Freeman or Freewoman is not determined by experience points but by a combination of their wealth, age and influence. At 10th level Freemen and Freewomen become members of the nobility. Thus a simple bureaucratic flunkey would be Fr1, a journeyman of a guild Fr2, a wealthy trader Fr5, a courtier Fr8 and so on. They may use any magical item that can be used by a fighter or thief. Freemen and Freewomen save as fighters of the same level.

On the following table, some of those Freemen and women who have been detailed so far in the magazine are shown, with their profession and code number, to give an idea of how the various levels work:

- Fr1: Maratar, Emanlia, Jasmina and Last Hope Burwright (10d-g) Millers' daughters; Countess Flavia of Cerwyn (aged 15)
- Fr2: Hurnaker Scard (4a) Brewer; Samuel Evening (9h) Cook; Ja'n'it Evening (9i) Stockwoman; Millipy Burwright (10b) Seamstress; Melom (23b) Peasant
- Fr3: Mylitis Ep-Stein (2a) Apothecary; Link Pinthrop (3b) Money collector for Travellers' Shrine; Olivine Burwright (10c) Miller; Mailai Frith-Lorendar (15b) Clerk; Daliel (15c) Assistant Clerk; Redbeam (15i) Cooper; i'Nimma, i'Nemma (19c-d) Mummies
- Fr4: Celine Burwright (11a) Ale-house owner
- Fr5: Jasper Burwright (10a) Miller; Aethelron Verthill (21b) Asst Arena manager; Matrexes di Regines (CD5a) Landowner
- Fr6: Longelf (19b) Tumbler
- Fr7: Gilas Widgery (15a) Magistrate; Estorillian (15h) Silversmith; Sir George Fardwarm, High Steward of Cerwyn
- Fr8: Malachite Burwright (9a) MU School Steward; One-eyed Sadford (33k) Merchant Captain
- Fr10: Ohne Parsite aka Lady Miralex, Duchess of Faler (11h); Pablo Fanquay (19a) Showman

DM's INTRODUCTION

Access to copies of the relevant rule books is required and access to **IMAGINE** magazines #19 (p10, **Law and Order**) and #26 (p13 **The Gods of Pelinore**) will prove useful, but not essential to running the adventure. Note also that some PCs might have knowledge of the general background to the struggle between Pharastus and Tarmenel, if they played in the module **The Necklace of Lilith** (IMAGINE magazine, #20), or, alternatively that **One Fine Day**.... might make an interesting introduction to that adventure.

Unlike many adventures, characters in **One Fine Day**.... will succeed or fail almost regardless of their level or numbers. It is quite possible that a party of one, two or three, intelligently run, mid-level characters will have far greater success than a large group of all-powerful high level types. The Dungeon Master (DM) should read through the module before running it to decide whether it is suitable for the characters and players in his or her campaign.

Background

'Know then, O Prince, that in ages past the priests of Pharastus (may their very shadows writhe in torment) hunted across the lands, slaying and reaving the clerics of Tarmenel, and others of purity and goodness. Pharastus (who should not be named in jest) exulted in the deeds of his infidel followers, foul, unnatural and criminal as they were.

'Know further, O Mighty Prince, that, at the last, men turned their hands and swords against the accursed ones. The hidden temples of Pharastus were cast down into the dirt, their disgusting congregations transported into mean slavery and the unclean priests slain. And henceforward the lands of men knew peace and prospered might under the enlightened rule of your forefathers.

'But also know, O Wise and Puissant Visitor, that still the foul worship of Pharastus continues, hidden in darkness from the eyes of the just and noble....'

Thus spoke Iacub, 239th Guildmaster of Luminaries, and his words were recorded in the stupendously voluminous *Words To A Visiting Prince* (a first-edition copy of which exists in the Capitol library). The exact station of Iacub's listener — and even his very existence — has been a constant source of debate for scholars and scribes ever since the book came to light, some seven centuries ago. Iacub's words are often quoted by ecclesiastical and secular authorities in suppressing the secret worship of Pharastus which continues to the present day in many parts of Pelinore, including the City League.

Rendoulf Breeks, the owner of Djon Radreasen's Apothecary in Piper's Corner is, by appearances, a normal shopkeeper. Like most of his fellow traders in the Boroughs district of the City League, he seems worried about the fluctuations of trade, rising costs and lazy staff. However, unknown to anyone save his wife, Mosaiche, he is actually Angsteard, Beloved of Pharastus, a cleric of the murderous cult.

Rendoulf/Angsteard and Mosaiche carefully maintain a facade of respectability, despite the fact that customers are occasionally aided in 'entering the arms of Pharastus' by judicious additions to their usual preparations. If his simples, potions, herbs and spice mixtures do not seem as effective as they might be, or those who are ill take a turn for the worse, no blame is to Rendoulf Breeks, Senior Member of the Guild of Apothecaries and Herbalists. Cannot a choleric or quinsy kill a man who does not take care of himself?

Over recent months Rendoulf/Angsteard has begun taking a variety of herb and drug preparations during ceremonies in honour of Pharastus. During the twitching trances induced by these drugs Rendoulf/Angsteard has been granted visions which have led him to new foulness in the service of his god. At the urging of his hallucinations, he has hatched a scheme to corrupt a good man to the service of Pharastus, feeding the unfortunate victim with a mind-altering preparation that induces violent amnesiac fits. The potion was brewed, and a victim sought...

Sir Rubin Hewd was unfortunate enough to come to the attention of Rendoulf at the opportune moment. Sir Rubin, a fighting soldier, suffers from headaches when required to think about ideas beyond those normal to a soldier. Grown popular in the service of Nortus d'Erebia, the Count of Bereduth, Sir Rubin has become a potential threat to some minor members of the family. Hence his presence in the City League (with his clerk, Grame Merels), overseeing negotiations with the Guilds of Butchers, Millers and Sutlers, fixing the prices for Bereduth produce. Sir Rubin developed a persistent pain behind his left eye during the negotiations and, as he happened to be lodging at the Blue Piper, he called at Djon Radrasen's Apothecary for a remedy. Rendoulf saw his chance and added a few extra ingredients to Sir Rubin's tonic.

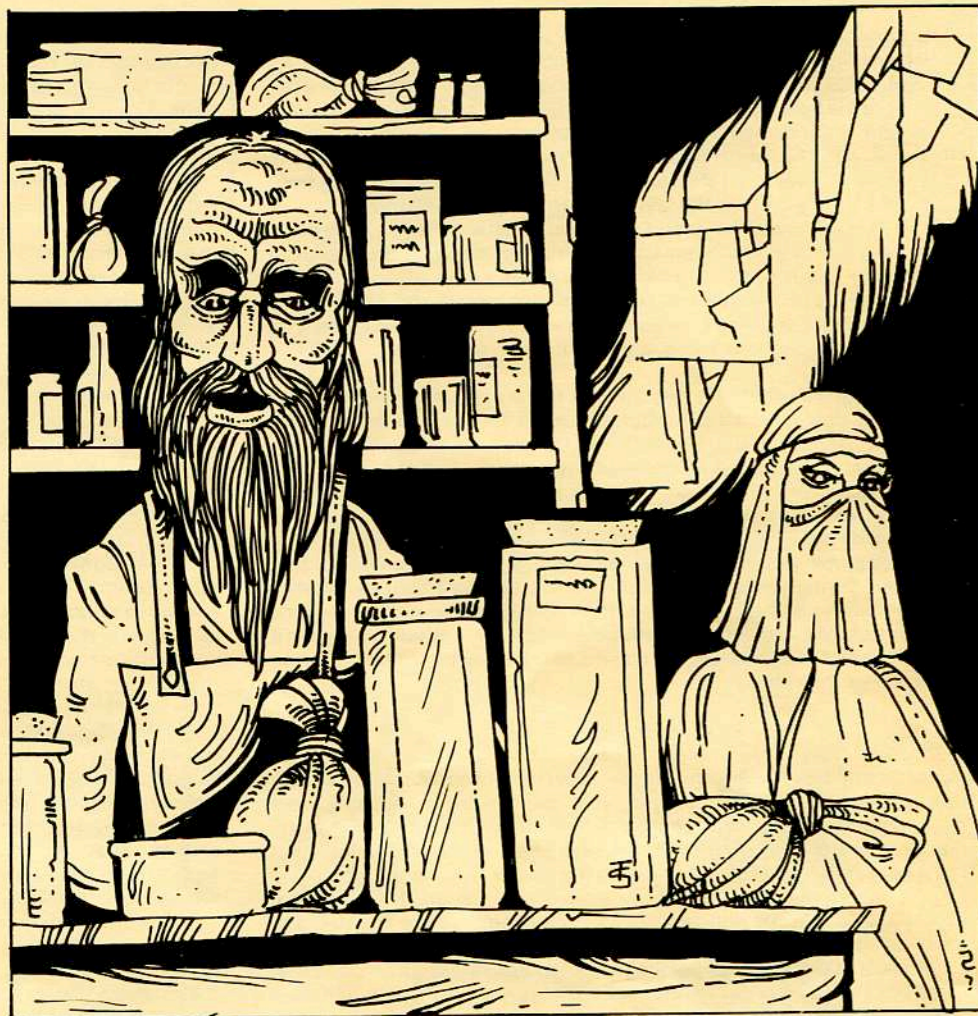
Three days later Sir Rubin was in the grip of a fever. Merels sent for Rendoulf — as an old soldier he had seen physicians and surgeons in action. Rendoulf diagnosed Sir Rubin as choleric and a trifle melancholic, and stipulated complete rest, a diet of beans and garlic and regular doses of a potion of his own devising to cool the blood. The first

two parts of the treatment could be dealt with by the staff at the Blue Piper. Rendoulf agreed to send Ellucasim, his apprentice, with the potion, each day at dusk. After giving Sir Rubin a dose of the potion and charging him 200gp, Rendoulf left.

That very evening the hideously disfigured corpse of a young man was found in the alley by Piper's Theatre. At first it was thought that only a wild beast could have killed him in so savage a fashion, and Brendes Feergarl, the Bear-tamer, came under immediate suspicion — or at least his bear did. Such suspicions were quickly allayed when Brendes and his bear were found similarly slain in the stables of Piper's Theatre two nights later. Over the next fortnight nine more corpses turned up in the immediate vicinity of Piper's Corner, all brutally murdered.

Sir Rubin, confined to his sick bed, heard of the murders and the lack of progress that the Borough District Militia and Guild Militias were making from his clerk, Merels. Aware that in his present weakened state he could not extend his protection to the terrorised community, he ordered Merels to sell his armour and offer the money, some 2000gp, as a reward for the capture of the murderer.

The murderer is closer than Sir Rubin realises, as it is he who is committing the crimes under the influence of Rendoulf's potion. Rendoulf has started reducing the concentration of the potion he is giving to Sir Rubin without reduction in its effects. Every other night after being dosed with Rendoulf's 'cure', Sir Rubin rises from his sick bed, descends to the streets and stalks in search of lone victims. After battering the unfortunate person to death Sir Rubin returns to his bed and sleeps peacefully until morning. When he wakes he is utterly unaware of what he has done.



Time Scale of Events

4 years ago: Rendoulf/Angsteat purchases an equal share in the business of Djon Radrasen & Son, Apothecary, from Luchas Radrasen.

18 months ago: Luchas Radrasen dies after mistaking blackcurrants and deadly nightshade berries. A verdict of death by misadventure is returned by the District Court six months later.

5 months ago: Rendoulf Breeks moves stock out of the cellar and into the main part of the Apothecary. Rumours that this is due to subsidence cause a drop in property values in the surrounding blocks. Rendoulf/Angsteat secretly constructs a small temple to Pharastus in his cellar.

4 weeks ago: Sir Rubin Hewd and Grame Merels take up lodgings in the Blue Piper while they conduct negotiations with various Guilds.

3 weeks ago: Sir Rubin taken ill. The murders begin. The killings continue at semi-random intervals as doses of Rendoulf/Angsteat's foul potion are administered to Sir Rubin.

5 days ago: A double killing. One is another in the series of savage attacks, the other is caused by a dagger wound in the back of the neck.

Involving the Player Characters

Exactly how the player characters become involved in **One Fine Day**.... is a matter for the DM to decide. It is quite possible that the reward of 2000gp offered by Merels on behalf of Sir Rubin could bring the matter to their attention. But there are a number of other methods for getting players involved in (solving) the murders:

1. The PCs are walking back to their lodgings one foggy evening when they are unsuccessfully attacked by the murderer (Sir Rubin). In the confusion and the fog, Sir Rubin escapes....
2. Another murder is committed. The body is discovered and in the subsequent hue and cry for the Militia, suspicion falls on the only outsiders present: the player characters.
3. A previous contact, or a relative of a player character falls victim to the murderer, and his or her heirs ask the player characters for aid.
4. If the PCs are lodging at the Ford Inn in Westmeet Square, their first knowledge of the murder will be a visit by the Borough District Militia checking on the first victim, Hurer Gardille. This course allows the murders to be introduced and assume greater importance over a period of weeks as Hurer's killer is not brought to book.

The Victims

The victims are a somewhat mixed bag, slaughtered by Sir Rubin because they happened to be in the neighbourhood of Piper's Corner when he was under the influence of the potion. As such, they do not have anything in common to link them as a group, although appearances are deceptive....

Naturally, if the player characters decide to investigate any possible common factors among the victims in an attempt to trace the murderer, the DM should let them do so, and perhaps even throw in a few 'red herrings'. They will receive no information at all from the District Militia.

The exact timescale of the killings is left to the DM, to fit in with the general flow of the campaign, but they occurred in the following order:

1. Hurer Gardille, the son of a minor official in Borth, was a random killing. He was on his way back to his lodgings at the Ford Inn (5) from the Theatre (74) when Sir Rubin struck. Nobody at the Ford knows much about him, except that he was a 'nice young man'.
2. Brendes Feergarl and his bear were in the employ of Augkusteen Hammaridus, the actor-manager of Piper's Theatre. Their job was to entertain audiences before and after plays. They were both living in the stables of the theatre and Brendes kept himself to himself.
3. Juura Feergarl (no relation) was the Master of Music at Piper's Theatre. He lived at the Blue Piper and liked his drink — local opinion had it that he was due to drown unless he fell from the minstrel's gallery of the theatre and brained himself first. Popular character, no enemies.
4. Gurrit was a random killing. A linkboy, he was waiting to light the way home for theatre-goers when he was killed. Something of an urchin, nobody in Piper's Corner knows where he lived.
- 5 & 6. Breda and Shae were two dancers from Piper's Theatre, where they were currently lodged. Killed on consecutive evenings, the bodies were not discovered for two days, so it was assumed that the girls were out with 'gentlemen friends'. None of their 'gentlemen friends' has come forward since the girls were killed.
7. Dianel Oppes was another apparently random victim. A scribe and occasional employee of Luchael Alluminor, the bookseller, he tended to spend many of his hours slumped over his cup at the Blue Piper or working in the shop, where Luchael allowed him to sleep. A drunk and wastrel with considerable (wasted) talent as a pen-man.
8. Soe, another dancer from Piper's Theatre, was killed at the stage door as she was going to fetch a jug of ale for Augkusteen.

9. Burdock just happened to be in the wrong place at the wrong time. Ostensibly a street entertainer, playing the flute (very badly) for all those who would not throw him a copper or two, Burdock was the eyes of the Borough District Militia in the Piper's Corner area, quietly watching the doings of all the inhabitants.
10. Aybhe was the fourth dancer from Piper's Theatre to lose her life; actually murdered on the stage of the theatre and left hanging from the minstrel's gallery, the last victim (to date) of Sir Rubin.
11. The last corpse to be found was that of Isbee, Rendoulf Breek's journeyman. He had been stabbed and the corpse then beaten to hide the wound. Isbee was killed on the same night as Aybhe because the journeyman made a suggestive remark about Mosaiche, which deeply angered Ellucasim. So far everyone has assumed that this killing is just one more in the sequence of violence.

The adventurers will find it very difficult to cast any **raise** spells on the victims, as they have all been buried except for the two most recent victims. The temple authorities will object to any such behaviour on their premises, and the District Militia are operating in sufficient numbers in the area to prevent the PCs indulging in excessive unlawful behaviour (but not in such numbers that will stop the sudden and brutal murders). If **speak with dead** is cast, the results of any conversations with the dead should be ambiguous and largely meaningless. None of the victims saw Sir Rubin during the attacks, and they are all more concerned with finding comfortable resting places than worrying about the mundane concerns of the living. Isbee did recognise his killer, and will name him if asked. The DM should allow the players to interpret this piece of data in any manner they chose.

Rumours

Violent death has become the (almost only) topic of conversation among the usually gossipy inhabitants of Piper's Corner, and taproom detectives have held forth at great length on all aspects of the grisly matter. The Borough District Militia have been remarkably quiet about the whole affair, other than to say that the matter is 'in hand', which has further fueled ill-informed and prejudiced speculation. Their working hypothesis is that the murders are a vendetta against the Theatre, and most of their efforts are directed this way. Other than general agreement that the killings are the work of a complete madman, and that new locks are the order of the day, little agreement exists and new suspicions have been added to old dislikes.

In casual conversation and when questioned, NPCs will know 1-3 of the following rumours and items of misinformation which, in most cases, they will be only too pleased to share with the adventurers:

1. The victims visited the arena regularly and they all won a relatively large sum on a single chariot race (false).
2. All the victims had blue eyes and fair hair (partially true, the theatre dancers had dyed blonde hair and Dianel Oppes had white hair).
3. 'Mosaiche is a vampire. After all, she is never seen outside without her veil....' (false).
4. Somebody in Piper's Corner is a werewolf (false, and the speaker will always refuse to name a specific somebody).
5. 'It's those two from Bereduth.... never did trust outsiders....' (partially true, as Sir Rubin is the murderer, but the accusation is based on prejudice rather than reason).
6. All the killings are the work of the Thieves' Guild (false).
7. All the killings are the work of the Knights Ocular (false, and this suspicion will only be voiced by the very drunk or very stupid).
8. 'Things have never been the same since Rendoulf Breeks and that foreign wife of his bought Djon's shop....' (partially true, as Rendoulf/Angsteart is the cause of all the mischief).
9. 'There is something not quite right about that boy Ellucasim....' (true, he murdered Isbee and is infatuated with Mosaiche).
10. It must be political. The Borough Militia have been warned off by a high-and-mighty in the Punctilio (false).
11. 'There are five strangers at the Blue Piper, but they couldn't have anything to do with it....' (true, see **The Plot Thickens** below).
12. Ordo or Crenafar are the killers. They have shocking tempers (false, although both are given to fits of rage).

The Plot Thickens

Staying at the Blue Piper are five mysterious people, the source of some casual talk in the neighbourhood, although everyone agrees that they are just eccentric foreigners, because they arrived only three days ago, after the murders started. Never appearing in public without heavy cloaks and yashmaks, keeping to their rooms, saying little and apparently never eating or drinking, their money is the right colour so they are left to their own devices.

So far, nobody has connected the appearance and habits of these strangers with those of Mosaiche, Rendoulf's wife. The connection is quite valid, as she and they are drow, dark elves.

When using the **D&D** game, treat drow as the functional equivalent of elves in most respects, save that they are as evil as most ordinary elves are good. Physically they are little different, except for their black skins and pale hair. Drow are extremely sensitive to light.

Mosaiche humiliated her clan by associating with Rendoulf, a mere human, and the clan mothers exiled her. However, because of the rivalry inherent in drow society, it was inevitable that exposure of her indiscretion would become the strategy of another clan. The drow at the Blue Piper have come to kidnap Mosaiche, take her home and humiliate her — and by extension her clan — by extracting a public confession of her 'degradation'.

The drow know she is married to a human who pretends to be a seller of herbs somewhere in the Borough. They do not yet know that their target is literally yards away, hampered as they are by their dislike of sunlight and difficulties of fitting into human society.

Their actions depend largely on those of the adventurers. They want to kidnap Mosaiche, not cause trouble with lesser breeds, so if dealt with openly they will be co-operative, but not very informative. They know nothing of life in the League, and wish to know even less, other than where they can find Mosaiche. They do know that Angsteart is a priest of Pharastar, so an exchange of information is possible: Mosaiche's whereabouts for Rendoulf/Angsteart's true identity and evil beliefs.

Once they find Mosaiche (the DM should assume they do so after 3-4 days if the adventurers have not dealt with them by then) they will break into the Apothecary and kidnap her. The shop will then be fired and one of the male drow killed and his body burnt beyond recognition to provide the expected corpse.

The drow never use their names when outsiders are present, and always defer to the authority of Coreniashe.

The D&D game:

Coreniashe: AC 7; Elf 7; hp 25; MV 150' (50'); #AT 1; D by weapon; Save as Elf +2; ML 12; AL C; XP 1250; THACO 15; Spells — **charm person, magic missile, sleep, continual darkness, mirror image, fire ball, wall of fire**; armed with dagger and one-handed crossbow (see below).

Doriade, her sister: AC 5; Elf 5; hp 18; MV 150' (50'); #AT 1; D by weapon; Save as Elf +2; ML 12; AL C; XP 425; THACO 17; Spells — (as C5) **cause light wounds, cause fear, blight, hold person**; armed with flail, Doriade keeps a black widow spider (AC 9, hp 1, #AT 1 D poison — save vs poison at -4 or die) in a finely wrought silver cage at her belt.

Borendene, Despene and Grene, the males: AC 5; Elf 2; hp 9; MV 12 (40'); #AT 1 or 2; D by weapon; Save as Elf +2; ML 12; AL C; XP 30; THACO 19; armed with daggers, short swords and one-handed crossbows, Grene has the abilities of a Thief 5.

All drow can cast **faerie fire** (see **Companion** rules), **darkness, detect magic, know alignment** and **levitate**. In addition, the females can cast **clairvoyance, dispel magic** and **ESP**.

When in bright light drow attack at -2, and suffer a -2 penalty to their saving throws against light-based spells.

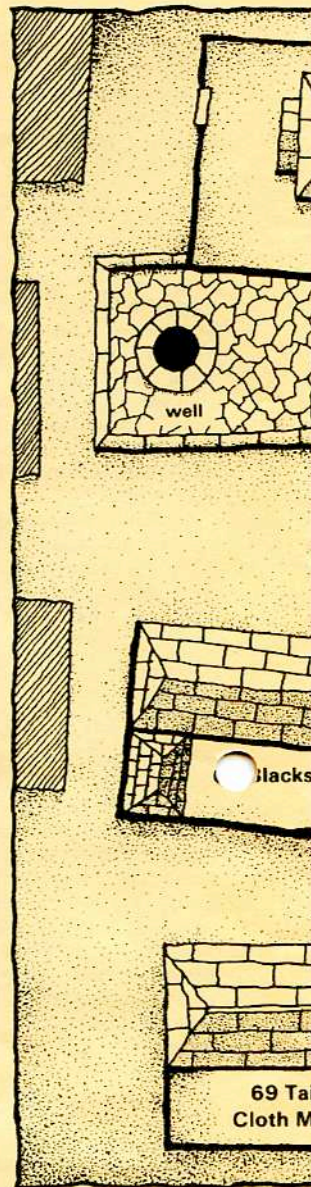
The AD&D game:

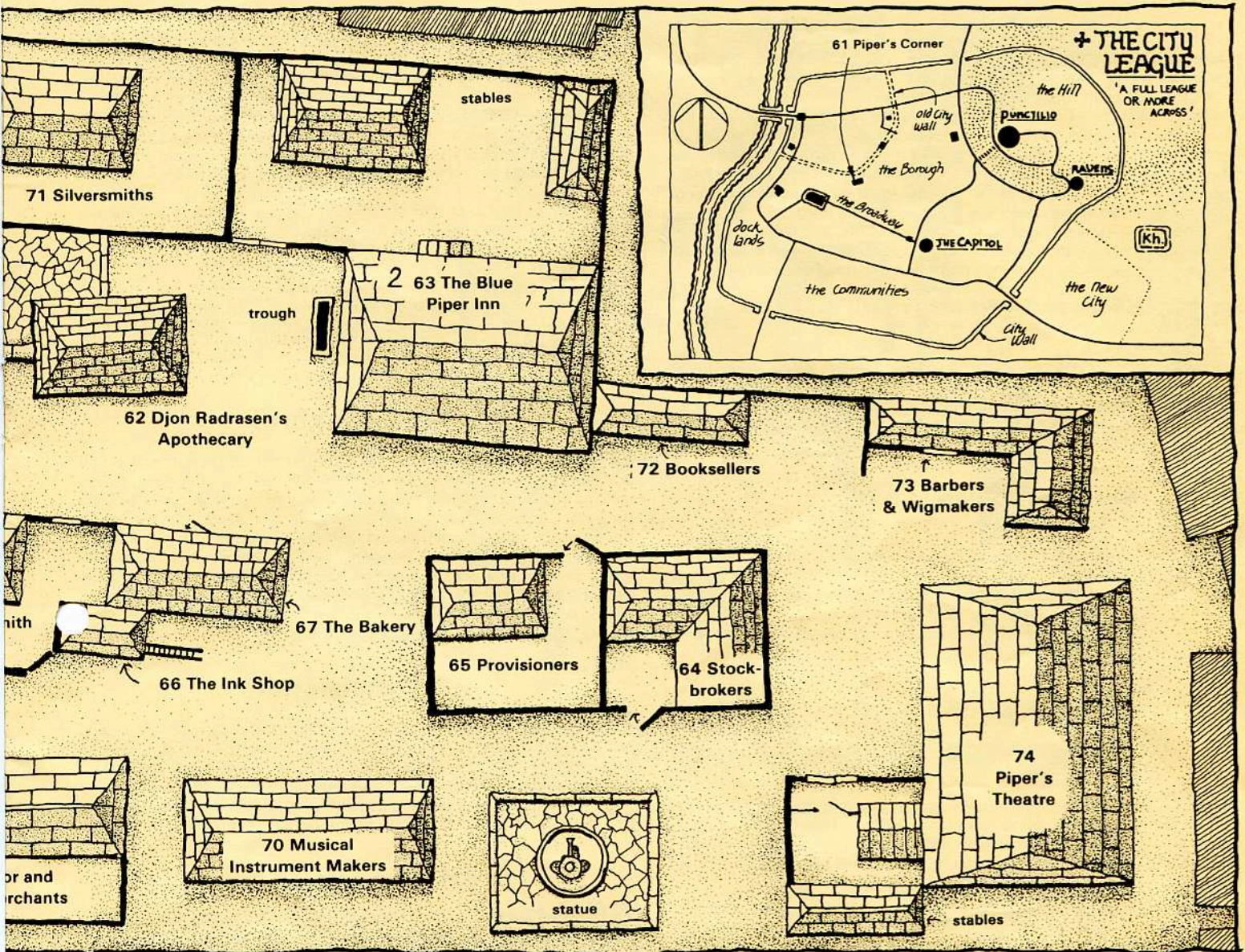
Coreniashe: AC 7; MV 15'; HD 7; hp 30; #AT 1; D by weapon; SA spells (as MU 7) — **affect normal fires, burning hands, feather fall, read magic, darkness 15' radius, detect invisibility, invisibility, fireball, hold person, wall of fire**; Int High; AL CE; Size M; xp 1140; THACO 13; armed with dagger and one-handed crossbow (see below).

Doriade, her sister: AC 5; MV 15'; HD 5; hp 25; #AT 1; D by weapon; SA Spells (as C5) — **curse, cause light wounds, darkness, hold person, obscure alignment, silence 15' radius, cause blindness**; Int High; AL CE; Size M; xp 450; THACO 15; armed with flail; Doriade keeps a black widow spider (AC 10, hp 1, #AT 1 SD poison — save vs poison at -4 or die) in a finely wrought silver cage at her belt.

Borendene, Despene and Grene, the males: AC 5; MV 12'; HD 2; hp 17 each; #AT 1 or 2; D by weapon; Int High; AL CE; Size M; xp 99 each; THACO 16; armed with daggers, short swords and one handed crossbows; Grene has the abilities of a Thief 5.

All drow can cast **dancing lights, faerie fire, darkness, detect magic, know alignment**, and **levitate**. In addition the females can cast **clairvoyance, suggestion, dispel magic, detect lie**.





Drow crossbows have a range of 6' and fire bolts (D1-3) coated with a substance that causes those affected to fall unconscious. The weapons and equipment belonging to these drow has been away from the radiations of their caverns for too long and has lost its special properties. For the purposes of this adventure drow magic resistance is also assumed to be 'lost'. Finally, when in bright light drow attack at -2, and suffer a -2 penalty to their saving throws against light-based spells.

61 PIPER'S CORNER

All the identification numbers in the module are part of the City League numbering system, and references to people and places not detailed in this adventure can be found in previous issues of *IMAGINE* magazine. They are included so that the Piper's Corner area may be used by DMs as a standard part of the City League before, during and after the murderous events of *One Fine Day*... have run their course.

Piper's Corner, so named because (according to the locals) several ogres (the number varies depending upon the teller) were **charmed** to sleep by the Piper, thus saving the area from a terrible fate. The statue of the Piper and the Corner's well form the social centres of the area, where neighbours meet to chew the fat, (occasionally) row with each other and enjoy the irregular (but frequent) public holidays.

Piper's Corner is a tightly knit community in the middle of the Boroughs. It is pleasantly sleepy for some of the day, but has a thriving afternoon and evening trade thanks to Piper's Theatre. The houses are all spotless and well-maintained, with a general air of self-satisfied prosperity. Naturally, since the murders began the area has become somewhat quieter after dark, with few people venturing out unless they absolutely have to do so.

Normally, apart from people going to performances at Piper's Theatre, the most noticeable presence on the streets is that of Kulig (61a) and his Borough (District) Militia, who are there to discourage pickpockets and other street criminals taking too close an interest in the audiences at Piper's Theatre (74) and — of course — to try and halt the run of killings.

61a Boroughward Kulig; M; F4; L/LN shortsword, knobbed stick; AC 7; hp 18/22

H	
S	15 <input type="checkbox"/> Short, very smart in Borough livery
I	14 <input type="checkbox"/> Investigator and patrol leader
W	12 <input type="checkbox"/> Honest, jovial, shrewd 'street cop', very observant.
D	10 <input type="checkbox"/> methodical investigator
C	13 <input type="checkbox"/> Well known locally, but particularly friendly with Pip
Ch	16 Aleknight (63a) and Flinn (61b); having an affair with Xintea (63c)

Kulig's patrol is made up of 6 first level fighters (hp 7/9), who normally wear everyday clothes rather than District Militia livery.

61b Flinn; F; T2; N/NG two daggers; AC 5/6; hp 6/8

H	
S	12 <input type="checkbox"/> 'Tomboy', scruffy jerkin over black leathers
I	14 <input type="checkbox"/> Pickpocket and Militia informant
W	10 <input type="checkbox"/> Streetwise teenage punk, but with a heart of gold
D	17 <input type="checkbox"/> Friendly rivalry/co-operation with Kulig (61a), who never punishes her when he catches her in other people's pockets; in return she passes on bits of tittle-tattle that she has heard; knows everyone in the area (by sight), and friendly with Jooble (74b) and Netta (74d); hates Sivanus (74c) because of his treatment of Netta
Ch	15

62 Djon Radrasen's Apothecary

Rendoulf Breeks stocks a wide range of herbs, spices, preserves, simples, medicinal preparations, comfits, tonics and coloured waters in this pleasant building. The Apothecary also stocks small quantities of the commoner herbs needed as spell components by wizards, as well as a discrete selection of so-called 'recreational' preparations.

Unknown to any in Piper's Corner, the cellar of the shop is no longer a storeroom, but a temple to Pharastus, where Rendoulf/Angsteard performs acts of illicit worship, with the connivance of Mosaiche.

A thorough search will reveal a blue potion (the mind-altering drug). Rendoulf will claim it is a tonic for reducing the heat of blood, although if other apothecaries or herbalists are asked, they will not have heard of such a preparation. Anyone who drinks the potion will first collapse, then become violent for a period of 1-6 hours, then fall into a deep sleep. Afterwards — most worrying of all — the imbiber will remember nothing of what occurred while under the influence of the drug.

Rendoulf/Angsteard is willing to lay down his life, or anyone else's, for Pharastus. If anyone gets close to the truth about the murders, he will do whatever is necessary to silence them or make good his escape.

62a Rendoulf Breeks (Angsteard); M; C9; C/CE no weapon; AC 9/10; hp 28/36

- H
S 10 *Wears normal working clothes, leather apron, green hose*
I 16 *Owner of Djon Radresen's Apothecary, secret and fanatical cleric of Pharastus*
W 18 *Appears kind and slow witted; sly, cautious, and ruthless*
D 9 *Known by all inhabitants of Piper's Corner*
C 12
Ch 11

62b Mosaiche; F; E8/MU8-F4; C/CE AC 9/10; hp 28/26

- Drow
S 17 *Only appears in public wearing a black yashmack; deep red silk robes*
I 18
W 9 *Wife of Angsteard, former drow noblewoman*
D 12 *Foolish, headstrong, very very violent*
C 14 *None in League, knows only Rendoulf/Angsteard and Ellucasim*
Ch 17

Spells memorised:

D&D: 1 (1*, 2, 6*, 8, 9, 11) AD&D: 1 (1, 3*, 6, 12, 16*, 22, 30)
2 (1*, 5, 9, 10*, 11*) 2 (3*, 6, 14, 17*, 22, 23*)
3 (2*, 3, 6, 11*) 3 (2, 4*, 12*, 18, 22)
4 (1, 6, 8*, 9, 10*) 4 (7*, 16, 18*, 21)

62c Ellucasim is Rendoulf's apprentice and is infatuated with the mysterious Mosaiche, to the point of killing Isbee over a chance remark made about her. Mosaiche and Rendoulf know of the murder, but their devotion to Pharastus is such that they will say nothing about it.

63 The Blue Piper Inn

The Blue Piper is a homely and comfortable place, catering to theatre audiences and the locals alike. Because of its popularity with the slightly-better-off, prices for drinks, food and lodgings are between 150-200% of normal, with noticeable price rises coming into effect as Piper's Theatre (74) empties and the Inn takes over the custom.

63a 'Pip' Pere Aleknight; M; Fr 3; L/LN knobbed stick; AC 9/10; hp 11

- 1/2E
S 12 *Very smart, spotless apron over blue and yellow chequered jerkin and hose*
I 11
W 15 *Innkeeper*
D 13 *Nauseatingly bluff and hearty, sees much, says little*
C 14 *Well known among League landlords for his upwardly flexible pricing policy; knows everyone except Mosaiche (62b) in Piper's Corner; very friendly with Kulig (61a) and Angkusteen Hammaridius (74a); dislikes Rendoulf Breeks (62a) because the man is a quack.*
Ch 14

63b-f Maerie, Xintea and Dawn are the serving girls, professionally friendly, but vain creatures. Xintea is very much in love with Kulig (61a) and jealous of his friendship with Flinn (61b). Perrin and Norbet are the cellarman and oster respectively. Norbet was fond of Soe, Sir Rubin's third victim, and he has taken to drinking too much since she was killed.

63g Sir Rubin Hewd; M; P9; L/LG longsword +2; AC 9/10; hp 45/55

- H
S 13 *Tall and distinguished, but weary, fevered and bedridden*
I 9 *Liegeman to Count Nortus d'Erebia of Bereduth*
W 13 *Loyal, honest and noble, terribly worried about the murders*
D 14
C 9 *Friendly with all at the Blue Piper, particularly Grame Merels(63h); friendly with Rendoulf (62a) and Ellucasim (62c) in the mistaken belief that they are helping him*
Ch 18

The fact that Sir Rubin is ill is a clue that something is seriously wrong. **Detect lie** and similar truth-finding spells will yield misleading results because Sir Rubin does not know that he is the killer (and it would be a harsh judge who condemned the man if all the facts were known).

If the adventurers have no luck in establishing that Sir Rubin is the murderer within two or three days, the DM should assume that he is given another dose of the potion and goes out hunting again. This time one of the NPCs sees a tall figure fleeing from the scene back towards the Blue Piper.

The DM should note that the drow described in **The Plot Thickens** occupy two adjacent rooms on the top floor of the Blue Piper Inn.

63h Grame Merels is Fr2, hp 6 and a half-elf. Although giving the impression of an absent minded (somewhat untidy) school master, Grame is very sharp indeed. His only fault is that he tends to see the best in people rather than the truth.

64 The Stockbrokers

64a-c Yond Karryson and his son **Witsul** are both Fr4, hp 10 and dwarves. They make a handsome living out of trading in shares in various business ventures, specialising in high risk, high gain maritime projects. Customers buy shares in the various projects, speculating on the potential return from their investments while the Karrysons take a tithe as commission. **James Panderly** is Fr2, hp 7, their book keeper and junior partner, and he looks after the simple business of betting on horse and chariot races, the Arena, Guild elections, the outcome of court cases, who the Piper's Corner murderer might be, etc. In fact, he is willing to offer odds on absolutely anything.

65 Provisioners

65a-b Duestine Scrannel sells every sort of fresh and preserved foodstuff that can be imagined during the morning. During the afternoon and evening she and her apprentice **Melcom** sell cooling drinks (mulled ale and wine in winter) and snacks to those visiting Piper's Theatre. They also have what they regard as an amusing sideline in that they supply old fruit and vegetables to theatre critics.

66 The Ink Shop

66a-b This rather small and less than imposing building is the home and shop of **Corvellas of Xir** and **Greer**, his dwarven colourgrinder, (both are Fr2, hp 6). Corvellas of Xir is very particular about whom he sells to, but his wares are the finest inks for all purposes, including many rare and exotic ones highly prized by magic users for their uses on scrolls and spell books. Greer is an expert on all such substances, and both she and Corvellas will pay good prices for components of interesting magical inks.

The DM should note that Corvellas and Greer will be willing to talk about inks and their compounds and they will name drop shamelessly about the clients they have had (Sendrenial the Puissant, Cerwyn's Master of Magics, for example) including, oddly enough, Rendoulf Breeks (62a), who bought some very expensive ink used in spell books. Neither of the two has any idea why an apothecary like Rendoulf should want such an exotic substance.

67 Bakery

67a-d Jothre Crimp and Ouphe are, by their own admission, possibly the finest bakers and piemakers in the Boroughs. Helped by their teenage twin sons **Pyclot** and **Mouphin**, the couple have built up a thriving trade in midnight snacks for homework-bound theatre-goers. Their most famous meat-pie, the 'Crimp's Special', is universally regarded as unsurpassed in tastiness, although no-one has been able to extract the exact recipe — or even details of what meat is used....

Jothre and Ouphe are especially friendly with Alee (73a) and Hanar (73b); the couples often dine together at the bakery.

68 Blacksmith

68a-c 'Iron' Tardy is a broad, handsome middle aged man with strong hands and a good eye for metal work. In addition to shoeing horses, making tools and implements, and fine wrought iron work, he also turns out the occasional swordblade, just to keep his skill in trim — nothing fancy, but good, honest steel. **Bregan Retvis** does not want to be a blacksmith, but has little choice but to work out his indentured apprenticeship. Bregan would like to be an actor, but will settle for



anything more refined than working in a smithy. He is secretly in love with Flinn (61b), but believes (rightly) that she would have nothing to do with him. Ordo is a pleasant, well meaning, but very *big* clod, given to fits of terrible violence. He doesn't know about anything other than working the bellows, and is happy with the thought of being a blacksmith, providing somebody tells him what to do.

69 Tailor and Cloth Merchant

69a-d Although the business started by selling only pieces of finished woollen cloth from Cerwyn, **Niarris di Borth** has increased the range of his interests, with the tacit approval of the Cerwyn Clothiers Guild and the tacit disapproval of the City League Clothiers Guild. Niarris is convinced that the League Guild is out to 'get him', so, while polite, he always maintains his distance. Niarris is a shrewd trader.

His reputation for quality clothes is based on the skill of **Touby** the cutter, **Mawmet** the seamstress and **Rias**, the finisher. These three live to produce beautiful garments, and take no interest in other matters. They spend some spare time at Piper's Theatre (74) and the Blue Piper Inn (63), on the look out for new styles and fashions.

70 Musical Instrument Makers

This building stands out from the others in Piper's Corner, not because it is exactly delapidated, just uncared for; the windows are unwashed and some roof tiles have slipped. The main workroom is piled with musical instruments of all kinds. Once the centre of a thriving group of craftsmen, only Crenafar remains here.

70a Crenafar; M; Fr 2; N/NG
no weapon; AC 9/10; hp 5

1/2E

- | | | | |
|----|----|--------------------------|---|
| S | 7 | <input type="checkbox"/> | Unkempt, scruffy, stained minstrel's garb |
| I | 14 | <input type="checkbox"/> | Instrument maker, drug addict |
| W | 9 | <input type="checkbox"/> | Slow and slurred, violent temper when crossed, shy and ashamed of what he has become, proud of his (still excellent) abilities with lyre and lute |
| D | 13 | | |
| C | 14 | | |
| Ch | 6 | <input type="checkbox"/> | Afraid of Augkusteen Hammar dius (74a), Kulig (61a) and Rendoulf Breeks (62a) as the Apothecary might one day refuse him drugs; friendly with no-one except his cat |

Crenafar keeps himself to himself, emerging from the shop only to buy herbal preparations and drugs from Rendoulf Breeks and food from Duestine Scannel (65a). The source of his money (in fact, his life savings) is a subject of speculation amongst the other inhabitants of Piper's Corner, as is his habit of spending most nights playing his lute while under the influence of the drugs from the Apothecary.

71 Silversmiths

71a-c Mardic, Cardne and Pooreis Doit are members of the Guild of Silverworkers, despite producing silver work only on commission and of a rather indifferent quality.

The true skill of the three brothers (all are Fr3, hp 5) lies in the production of silver payment tokens (not true coins) for use by the journeymen and apprentices of various Guilds throughout the City. Most traders and merchants will only accept tokens from their own Guilds, which means that paying junior Guild members in this fashion keeps them permanently out-of-pocket and loyal to their Guild.

72 Booksellers

72a-b Although the building is outwardly unprepossessing, **Lucael Alluminor** and his journeyman assistant **Micifer** run a well-organised and somewhat eclectic bookshop. Theatrical scripts (especially works by Augkusteen Hammar dius) and sheet music form the main stock of the shop, but the two also have an interest in historical works (they have a complete edition of Iacub's *Words to A Visiting Prince* of which it has taken Micifer two years to produce an illuminated copy), and bestiaries. Despite the fact that they are supposed to be running a shop, the two are inveterate collectors and will pay good prices for interesting works.

73 Barbers and Wigmakers

73a-c **Alee** and **Hanar** run a small hairdressers and wig-makers. Alee is a gossip to those who are under his scissors (he will know 3-6 of the murder rumours given above), but is a rather sinister figure at first sight with a long scar running down his face. This is a legacy of his younger days as a horse mercenary (F4, hp 16/20).

Hanar and **Nitily**, the apprentice, make wigs from the good quality hair from the shop, and have a good sideline supplying costume wigs to theatricals such as Augkusteen Hammar dius' company and, more discreetly, to those who need a disguise — thieves, assassins, spies and, so it is quietly rumoured, the Knights Ocular.

Hanar often receives bundles of food from her farmer cousin from Hyrpum. She is in the habit of taking these to the bakery for Ouphe (67b) to cook, so there is some local speculation as to what might actually be in the sacks. The DM should feel free to encourage the adventurers in assuming that Alee, Hanar and the Crimps (67a-d) might be engaged in a Sweeney Todd-like enterprise, turning visitors to the barber's shop into a variety of tasty pies....

74 Theatre

Piper's Theatre is nowhere near the biggest or most imposing in the City League, but the quality of the dramatic productions put on under the auspices of Augkusteen Hammar dius is of the highest. Low and high comedies and tragedies, concerts, farces and sheer extravaganzas such as masques have all been presented at one time or another, and Augkusteen Hammar dius' own *Night of the Jewels*, a comedy of errors set in a Thieves' Guild, is still occasionally mentioned as one of the funniest plays in years.

Piper's Theatre is small and intimate, with seating only for the selected few in the upper gallery and at the back. The main pit in front of the stage is an open area, where the most fashionable cliques go to see the latest productions (and well-loved favourites) and be seen.

At the moment, performances are taking place to audiences of just a few dozen, the brave and the foolhardy — and the ghoulish who hope to see something more true to life enacted in the Theatre. Ten District Militiamen will be the most conspicuous members of the crowd.

74a Augkusteen Hammaridius; M; Fr 4; N
longsword; AC 9/10; hp 13

- H 11 *Smart, but cut of his clothes is 20 years out of date*
- I 16 *Thespian, actor-manager and dramatist, rumoured to be a spy for the Knights Ocular (but who believes such an expansive ham would be employed for such purposes?)*
- W 9 *Speaks with a clear ringing tone (as though constantly on stage), sensitive and vain, appalling ham actor but excellent administrator and writer, holds the concept of Theatre above all else, devotee of the Temple of Hrea, deeply upset by killings, but still a witty and amusing man*
- D 14 *Knows and is known by all in Piper's Corner; member of the Thespian's Guild and tolerated on an informal associate basis by the Guild of Scribes and Lexicographers; friendly with all his staff (74b-d) and Pip Aleknight (63a) and thinks that he and Kulig (61a) are friends; dislikes Duestine Scrannel (65a); hates Crenafer (70a) enough to strike him in public on several occasions for becoming an embarrassment to the 'profession'.*
- Ch 16

74b Jooble the Zany; M; K9/F9; L/LN
dagger +3; AC 2/2; hp 50/59

- H 14 *Jester's motley over leather armour +2, bladder on a stick*
- I 16 *Slapstick clown, comic actor, agent for the Knights Ocular*
- W 13 *Professional bouncing flippant idiot and archetypal sad clown, sees everything and says nothing*
- D 18 *Popular with everyone in Piper's Corner except Rendoulf Breeks (62a), Niarris di Borth (69a) and Luchael Alluminor (72a); particularly friendly with Angkusteen (74a), Pip Aleknight (63a) and Flinn (61b); dislikes and distrusts Sivanus (74c)*
- Ch 11

These two are the only remaining actors in Piper's Theatre, which is causing problems of an artistic nature to add to those of the more physical side. Augkusteen has quickly written a play with just two characters about a dancer and the two men who pursue her. Only Augkusteen and Jooble actually speak — Netta is merely seen dancing in the background. The irony of this performance is that the Thespian Guild is considering giving the play an award.

74c Sivanus the Magnificent; F; E1/MU1; N/N(E)
dagger +1; AC 8/9; hp 4

- E 10 *Tall, sinister, dresses in blacks and greys*
- I 16 *Fancymaster in charge of magical and theatrical effects*
- W 12 *Sulky, silent, unctiously polite, hates everyone, never uses a kind word when a cruel one will do; secretly approves of (and even admires) the murderer*
- D 15 *Knows Fiorrantanis (9b) and Dispor the True (9c) as they taught him magic; superficially friendly with the staff at Piper's Theatre, currently 'lives with' Netta (74d) at the theatre, but beats her cruelly; fascinated by Mosaiche (62b) but even he doesn't know why....*
- C 14
- Ch 16

Spells memorised:

D&D: 1 (8, 9, 12*)

AD&D: 1 (1, 5, 22, 29*) plus cantrips (see **IMAGINE** magazines #8 & 9)

74d Netta; F; Fr1; N/NG
no weapon; AC 9/10; hp 2

- H 12 *Very tall and very slender, wears gauzy dresses and silk scarfs*
- I 9 *Dancer*
- W 9 *A superb dancer, but a scared and nervous woman in the light of the fate of her four companions. Infatuated with Sivanus (74c), believes he will protect her from the murderer, and that he will take her from this miserable place to dance for the Katar....*
- D 17
- C 9 *Her parents live in High Lygol, and she has no close kin in the League; lives with Sivanus; occasionally slips away to the Cornucopia to watch people arriving.*
- Ch 15

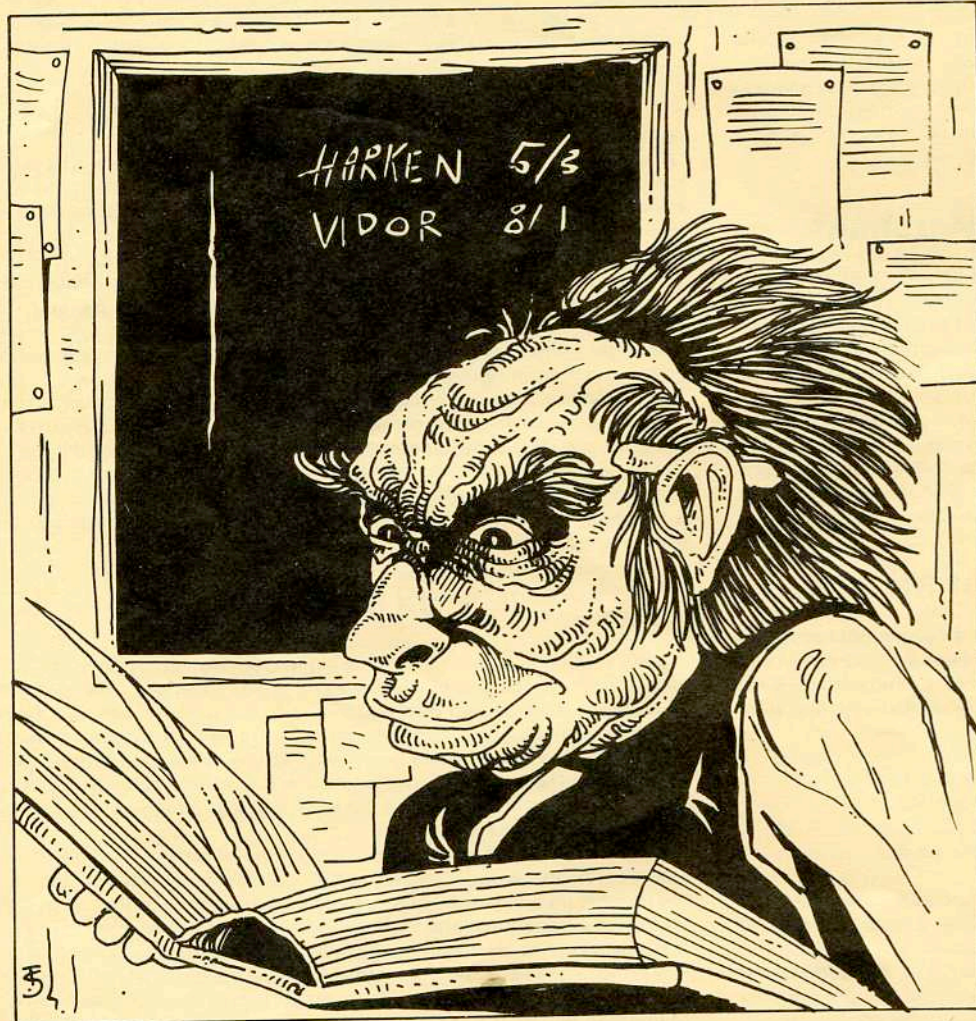
Ending the Adventure

The exact end of the adventure is left largely to the discretion of the DM. Should Sir Rubin, Rendoulf or Ellucasim be uncovered as killers the DM can use the trial procedure described in **Law and Order** in **IMAGINE** magazine #19. Needless to say, a case of this complexity, and involving a foreign national, will be heard at the Court of Ten Thousand Ravens. It is also likely to be an epic, since the City League legal system is unlikely to be able to find Sir Rubin innocent of murder, nor Rendoulf guilty of anything much beyond assault. Several of the City's religious orders will probably be queuing up to try Rendoulf for blasphemy however, and since there is a chance he could face a murder charge on the strength of his conspiracy (being a servant of Pharastus could make him technically guilty), the whole thing will end up in a hopeless legal spiral, like so many other cases, while Rendoulf and Sir Rubin languish in jail. This offers a number of possibilities to the PCs — releasing Sir Rubin as a sign of their good nature, or because of a healthy bribe from Bereduth, or releasing Rendoulf into the hands of the church of Tarmenel....

Whatever the outcome of his trial (should he be caught) Sir Rubin, noble and true to the last, will instruct Grame Merels to pay the reward to his captors. Rendoulf/Angstear will be considerably less charitable about the whole affair, swearing eternal vengeance upon everyone involved. Whether this 'eternal vengeance' has any tangible form is for the DM to decide.... As for Ellucasim, the poor devil will probably confess and end up facing banishment, slavery, life imprisonment or perhaps death in the Arena. His last gesture as a free man might be to offer his life savings — at best 30-40gp — to anyone who will look after Mosaiche, or recover her from the hands of her enemies amongst the drow.

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PÉLINORE



The Gods of the Domains

by Chris Felton
and Paul Cockburn

Two months ago, we published information on the Gods most likely to be known to player characters as they get on with their careers in the City League, Cerwyn and the Domains. From that information, GMs and players should have been able to work out how to run clerics, temples and religions; this month we concentrate on the deities themselves.

The Nature of the Gods

The articles in #23 on **The Big Wide World** and #26, **The Gods of Pelinore** showed something of the nature of the world, its gods and religions. DMs running high-level campaigns, or campaigns with a strong religious flavour might want more detail, and this section completes our coverage of the subject.... for now.

Pelinore as a physical place exists in a near-void. Beyond the Rim, existence has no meaning. Individual DMs should interpret this in any way they choose, for some high-level campaigns might wish to make this 'void' the source of extra-dimensional or temporal adventures. But whatever is beyond the edge of the world, that is where the Immortals came from, attracted to Pelinore because of its physical reality. The Gods are immortals, because nothing can ever happen to their 'true selves'; those Gods who suffer 'death' while meddling in Pelinore merely return to the void and continue as before.

The Gods were initially quite powerless to act in this new world, except to use it as a place for their own encounters of love and hate, but it proved possible for them to do much more once intelligent beings began to believe in them. At this point, they became deities as we think of them, able to alter physical reality, either directly, or through their servants. Each took on some aspect; the sky, war, love, weather — many aspects proving popular, and being duplicated. The Gods worshipped in the Domains are merely the strongest in that part of Pelinore, where they are supported by believers and clerics. Elsewhere, there might be another Sky-God than Tarmenel, and should the worship of a God wane, that God will become steadily less powerful to do anything about it (as in the case of Malsenn, #26, **Tellhalter**).

It is through the influence of Gods that Pelinore has become the way it is. Individual Gods find it difficult to hold large numbers of followers over vast tracts of land. Thus Gods, and therefore religions, temples and clerics, tend to be concentrated in specific places. Where a particular God, or group of Gods, are particularly influential, such a place can take on the 'character' of the deities concerned; thus the Theocratic Municipalities, ruled by deities of Lawful/Lawful Good alignment, are an area where acts of Chaos just do not occur. There are many other areas of an 'extreme' nature, and, of course, there is constant struggle between the Gods for supremacy. As already has been seen, in the Domains, and even beyond Bereduth, the greatest of these struggles is between Tarmenel and Pharastus, but there are many others.

All this poses one question for player character clerics; how do they get their spells? Spells can still be treated as power granted to the most loyal servants of a deity to further that deity's objectives. That power will still be available, even when clerics are far from home, unless they are in a place completely dominated by a differing alignment. Otherwise, the only difference is that it will be virtually impossible to find a temple or clerics of your religion. Other clerics, worshipping a God of the same aspect and alignment as yours, might help, or they might think your God was trying to make a take-over bid!

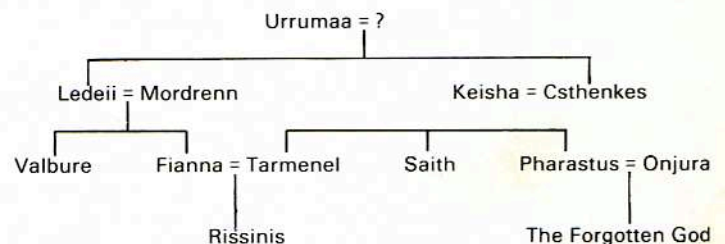
The Story of the Gods

In the early days of Time, the God Urrumaa moved Hubwards from the Rim. Coming as far Hubwards as he dared — the powers of Gods are lessened close to Worldheart — he found the area now known as the Domains sparsely populated by Gods. Only the ancient deity who appeared as the Green Man and Gnome-God Maggirimnar were in the area, but many Humans were moving in at the same time. Urrumaa, probably with a mate, produced two children: a daughter Ledeei, whom he placed in charge of the laws of humans; and a son, Csthenkes, whom

he made responsible for their freedoms. Since the humans seemed to need something to follow, this, he believed, would provide it for them.

But this wasn't enough for the humans. They needed more than just laws and freedom, so from the Gods of Dontaldur and the Splintered Lands Urrumaa found a God of Love, Mordrenn, to marry Ledeei, and a Goddess of War, Keisha, to marry Csthenkes, and represent the other concerns of mortal life. Mordrenn and Ledeei had two children, again one boy and one girl. Eldest was the girl, Fianna, who learned both her parents' skills and by tempering Law with Love became the Goddess of Judgement. Their son Valbure was apprenticed to Maggirimnar to bring the Humans and Gnomes closer together, and from this apprenticeship Valbure became a great swordsmith.

Keisha and Csthenkes had three sons. The eldest, Tarmenel, became the God of the Sky and married the beautiful Fianna. Together, they had one son, Rissinis, who took over the responsibility for the weather over the sea from his father. The middle son, Saith, studied his mother's arts of war but rejected his father's belief in the importance of freedom, choosing instead the path of discipline. Their third son, Pharastus, was annoyed at the popularity of his brothers and lack of any clear area of responsibility for him to take on, and he grew up bitter and vengeful. He began associating with non-humans and their Gods — the Orcs and Giants. Seeing that Pharastus was unhappy, his parents went back to Keisha's kin for a suitable bride, a beautiful Sea Goddess called Onjura. For a while, Pharastus was happy, and the world was a rich and peaceful place, and during this time Pharastus and Onjura produced one child, who was later to become the Forgotten God.



Onjura's arrival was ultimately to change both the Gods and World. The seas around the Domains were the province of a sahuagin God now known to humans as Abex/Srittinna. The sea-elf worshippers who followed Onjura to the Domains found themselves in a bad position — although the sahuagins were not unfriendly, they would not allow the sea-elves to move into their territory. Incident followed incident, and gradually relationships deteriorated, until the sahuagins and sea-elves were at war, killing each other whenever they got the chance — a war which is still going on. Onjura appealed for help for her worshippers from the other Gods, but only Pharastus made any real effort to help her, and he had few worshippers. The other Gods pointed out that their followers were helpless beneath the water, so Onjura's elves died. The formerly bright, happy sea-Goddess became a grim, unhappy deity mourning her losses.

Enraged by what he saw as their callous abandoning of the elves, Pharastus decided to revenge himself on the other Gods by calling upon the worshippers of his friends to attack the human lands. Many and great were the battles of that era, and they were not all in the World! Hardest hit were Ledeei (who had said "They are in the wrong, they are invading the sahuagin lands") and Maggirimnar (whose followers occupied the lands most desired by the Orcs and Giants), both of whom were so weakened by the rush of sneak attacks on their worshippers that the combined might of Pharastus and the Orc and Giant gods was enough to vanquish them. The defeat of these two caused the rest of the Gods to unite to crush the rebellion, although not all of them joined in whole-heartedly: Keisha assisted both sides by spreading rumours, both true and false, and advice on battle-tactics; Csthenkes, seeing civil war between his sons, was unsure of what to do, and stood by and dithered; and, of course, no-one knows which side the Forgotten God was on.

Gradually, painfully, the Gods crushed their foes, revenging themselves on the Orc and Giant gods and doing their best to devise some way of killing Pharastus (the Gods are nothing if not resilient and the Gods of the Orcs and Giants have re-emerged, probably through the persistence of their followers; but they now confine their affairs to those of the non-human deities who have their own petty squabbles). It is a measure of the frustration and anger of the alliance that they even attempted the impossible — the killing of a God. Keisha argued for banishment instead, and so it was that Pharastus was sent to Shadowland, the lands of the Dead. Frustrated at his survival, the other gods turned on Keisha and, as appropriate punishment, tore her into three parts, so that in future she could side whole-heartedly with both sides in a dispute (although the effect of this on her powers meant that it wouldn't really matter which side she was on). The three resulting entities, Grea, Hrea, and Trea, were each impregnated to prevent them re-fusing.

Mordrenn, severely weakened by the loss of most of his clerics (who shared the temples of Ledeei) was confused in mortal minds with the images of Ledeei, whose strict regimentation and desire for human sacrifices did not merge well with a god of Love, so lovers sacrificed to the kinder Fianna, and ultimately to Mielsen; but the remnants of Mordrenn's cult lasted until the fall of the Almete Empire a mere 1400 years ago. Csthenkes, now confused and weary, had been deserted by most of his worshippers, who had turned to the other Gods to find some more positive leadership than "Do as you feel is right". He decided that nothing was worth the effort it took; nothing can be achieved without discipline, but the sole purpose of discipline is to gain freedom, which is the antithesis of discipline.... He became the deity of despair.

Ledeei's position as spiritual leader of the disciplined, uncaring humans was taken by Abex the sahuagin-god, although diverting his attention to do so allowed the last remnants of Onjua's sea-elves to entrench and hold out long enough to get the population back up to a viable level.

Valbure was possibly the least-affected of the Gods, coming through the Godswar without damage. As one of the Gods who beat Keisha, he fathered Fealans on Grea. Similarly, although more hurt by the fight against his brother, Tarmenel was not seriously damaged and fathered Mielsen on Trea.

Fianna's losses through the Godswar were mostly made up for by extra support she gained from mortal lovers after the War, and was able to support her husband's recovery through this extra strength.

Saith, leader of the Gods' forces (he had to prove himself — like Pharastus he had no area of responsibility, he was "just another warrior-god") found himself the deity responsible for Vengeance, his few remaining worshippers all good, powerful warriors and clerics. So he decreed that his followers should be as highly trained as possible, and the setting up of Schools of the Warrior Arts for all his worshippers ensured a good supply of paladins among his followers. His son by Hrea, Dayleeh, was inspired by his example and has followed in setting up rigorous regimes for his worshippers to follow.

Onjura, never banished but able to reach Shadowland because of her psychic links with Pharastus, now acts as her embittered husband's contact with the Gods and mortals, and on her travels to visit him she accompanies the souls of the Dead through the perils of the Planes Between. As such, she is worshipped by all those who have lost a loved one, despite her connections with the god of Death.

Knowledge of the non-humans and their deities has never been sure and their origins are obscure. Some scholars tell the following tale; the races of Gnomes, Orcs, and Giants, left without Gods watching over them for a time and starting from small, scattered populations, diverged widely. The Gnomes in the mountains became taller, stronger and more fierce, and developed into the race known as dwarves, those in the lowlands became smaller and more peaceful, becoming the halflings we know so well, and the Gnomes in the hills, in contact with both other races and living in the area they have always favoured anyway, stayed as they were to this day. Similarly, the Orcs diverged into the now-familiar humanoid races, goblins, ogres, and so on — but not kobolds, who are descended from some of Abex's sahuagin cut off from the ocean by the war. And the Giants developed into all the Giant races we know today. These new races developed new gods that stand alongside the old. Most of these cannot stand comparison with the real Gods, of course, with the exception, perhaps, of the dwarf-God Grunnundergron who was the Net-God before the Godswar and was chosen by the new dwarves of the mountains. Of course, the idea of the races being linked in this way is the purest obscenity to any member of the races concerned, so it's not advisable to repeat this theory in public!

The history of the Godswar allows us to understand many of the attitudes of the cults in the Domains. As an example, we will take the

Lady Fianna, since she will be unfamiliar to many of you, who have spent your lives in the Country of Cerwyn. As we have seen, she is the daughter of Ledeei and Mordrenn, taking some of the attributes of each in her position as Goddess of Judgement, tempering a strict interpretation of the Law with the mitigating circumstances of Love. She takes after her father more than her mother, being generous and good. Indeed, until she trained Mielsen to take over the position she succeeded her father as Goddess of Love for a while. Her training of Mielsen to take over the role was her own idea: she felt that a God of Love should not have militarised followers, but as Goddess of Judgement she needed the power to back up her judgement. She also instilled in him an abhorrence of violence, to discourage his followers from becoming violent — she had seen the effect on Mordrenn of his followers going into battle and wanted to spare Mielsen that pain. The temples and priests of Mielsen rely on the warriors of the cults she has been able to persuade to support her: Saith's paladins, Tarmenel's warriors, and of course her own.

These are the deities with whom she is on the best terms, and her followers are under instruction to help their cults in any way they can without asking payment, the importance of solidarity between the Gods having been partially learned in the Godswar. The same injunction applies to Mielsen's cult, obviously, and her own son Rissinis' followers. On the contrary, followers of Abex or Pharastus or the humanoid-gods are fair game. By siding with the god-killers they have, she feels, judged themselves. But followers of Onjura, who nowadays are limited to a few sea-elves who don't worship the newer sea-elf gods, are able to ask her help, for they are the victims as much as anyone, since their only fault was that their ancestors followed their deity to her new home, even though that home was someone else's territory. This is the best example of the tempering of Law with Love she represents, as reflected in the Holy Symbol; a set of scales, with a Book of Law exactly balancing the heart.

This idea that Law is not absolute, incidentally, is the reason that the worship of Fianna has been suppressed in Cerwyn, but it isn't easy to enforce. After all, her priests can claim help from those of her husband Tarmenel and her other allies, and it is impossible to tell what is going on in private services in the Temples and, just to add insult, Tarmenel's Temple Without Doors which dominates the City League's skyline is topped by the Hand of Fianna above the Floor of Judgement.

Fianna

Chaotic Good Goddess of Judgement. Clerics may be male or female, human or half-elven, and must have a charisma of 12+. They may only reach 5th level if they have Cha 15+, in which case they gain one point of charisma at 5th level. Likewise, they must have Cha 18+ to reach 9th level, when they gain another point (this can put their charisma up to 20, or even 21 if a **to**me of leadership & influence has been used). The year's major ceremonies are on the Equinoxes. **Detect lie** is a third level spell (**undetected lie** is still fourth).

The Gods and Their Followers

In Pelinore, where the Gods themselves need followers if they are to exist, the choices PCs make when they are considering which to follow matter a great deal. The clerics of each deity are expected to 'recruit' believers at every opportunity, and PC clerics should never miss an opportunity to show the local populace just how wonderful their deity is. There are three types of 'worship'. *Believers* merely accept that the God exists; typical believers in the god Fealans would make a small donation at a temple in return for the good fortune that brought them some little treasure. Naturally, it is possible for an individual to believe in any number of deities, and most ordinary NPCs will have their own pantheon of preferred Gods. *Followers* are more dedicated, and act in dedication to one, or occasionally a larger number, of deities. Regular visits to temples, donations and favours will occupy much time and money. A follower of Mielsen would give the finest treasure to the nearest temple, and would spend time thinking up poetry, or pursuing a quest for a coveted member of the opposite sex. Lastly, of course, there are *clerics*, who dedicate themselves professionally.

It is possible that characters will change preferred deities (Mielsen might only be followed when a new love appears), or that they will ignore them all, but remember — the deities of Pelinore act only in their own interests; clerics will receive no spells, followers can expect no heavenly intercession when things go wrong unless the deity has received proper worship — and is in the mood to help! It's no good calling on Valbure the first time your sword breaks unless you have proven yourself worthy.

 Chris Felton

PELINORE:

the City League

Deep in the heart of Pelinore has grown the City League, a mighty hive of humanity, offering everything an adventurer could desire. Each month **IMAGINE** magazine presents a few buildings from within the City; describes their inhabitants; and offers one or two ideas for adventure. The City provides the ideal campaign base for the DM who can collect these articles and steadily build them up into the most comprehensive campaign setting available. Copy them, or cut them out and store them in a ring file — and you need never be short of an idea for a City encounter again.

13 Carraway Keep and the White Order by Graeme Drysdale

There was a time, millenia past, when the League was merely a single city. Even before that, in the days when the Clerk at Arms was becoming known as the Katar, that city was no more than a town. In such times was built Carraway Keep. Situated on the crest of the Hill, near where the walls of the Punctilio now stand, the Keep provided the town with a lookout across the lands and was able to warn the inhabitants of any forthcoming attacks. As the town began to expand, however, better fortifications and watchtowers were constructed to protect the prosperous young city from neighbouring provinces. As a result of this, the keep fell into disuse, and as the years passed, it slowly crumbled away and lapsed almost beyond repair.

was at this time, just as the Keep was being scheduled for demolition, that a stranger rode into the city and immediately bought the keep for his own. Within a year, the stranger rebuilt it to its former glory and extended it to some three times its original size. Few people didn't wonder about the stranger, yet none asked of him his motives, for his guise suggested that he may be some banished lord or usurped king from far-off lands. However, soon news spread throughout the city of the true heritage of the Keeper of the Keep, and soon also did the purpose of the rebuilt tower. The stranger, who was known as Orrian, was a duke's son, and with wealth and skill aplenty, he proposed to establish the most powerful sorcerers' guild that had ever yet been beheld; and he planned to do this right in the City League, within the confines of Carraway Keep.

Orrian's scheme spread through the kingdoms like wildfire, and it was not long before young and old sorcerers alike beat a path to his door and asked to be admitted into his guild. Some were accepted but many were likewise turned away, for Orrian only desired to teach the best and most ambitious magicians. And so it was that the guild of Orrian, better known as the White Order, expanded and grew, even long after the old arch-mage had died. And still the guild grows, even today, some 14,000 years after its initial opening. It is said also that magic-users of the White Order are more proficient and of finer quality than any normal sorcerer, and such is this reckoning that those of the Order are now sought worldwide.

Historians are now wont to remark that it seems a strange coincidence that the White Order was founded at around the time that the Knights Ocular first became a force in the League. Wiser sages say that there could have been no League without the guidance of the Knights and that, anyway, for the Knights to be heard of implies that they had been in existence for many years before that. Whatever is the truth it is interesting at the very least that the Knights should have tolerated the development of so powerful an institution as the Order. Could there be some hidden connection, or is there genuine conflict?

Joining the Order

Player character magic-users may wish to join the White Order. Only characters who fulfil the desired requirements will be accepted. The GM should feel free to interpret these requirements as easily or as severely as seems necessary for the campaign. Since only the best and most ambitious are welcome, the GM can use the Order as a carrot to tempt the greedy MU, and to place such a character in a restrictive and demanding environment. Just what other party members might make of all this should make for some interesting gaming....

Requirements

Only those with the following attribute minima will be considered: Intelligence 16, Wisdom 15, Dexterity 15. Other considerations also apply according to the game system in use

Basic: The White Order will accept only magic users and elves with lawful alignments. Elves must also have a charisma of 15 or greater and must cease all activities as fighters the moment they join the order.

Advanced: The White Order will take human, elven or half-elven students. Illusionists will not be considered, and characters wishing to be split- or multi-class, will have their membership terminated. The Order will only take those of LG, LN, N or NG alignments. Chaotic or evil characters will not be considered and even true neutrals are viewed with great circumspection.

Characters' status within the Order is signified by the colour of their cloak and the type of staff carried. As a character rises in level, these insignia alter accordingly.

Level of Character	Colour of Cloak	Type of Staff	No extant
1-6	Light Blue	Oak, unshod	87
7-9	Dark Blue	Oak, steel shod	43
10-15	Brown	Beech, copper shod	10
16-20	Grey	Beech, silver shod	3
20+	White	Yew, gold shod	0

The No Extant column refers to the number of magic users currently in each group — it is not a maximum for that group. There is no limitation on Light Blue students but the DM must control promotions very carefully. Player characters reaching the exalted status of Greys ought to be very rare and Whites should exist in only the most exceptional circumstances.

Benefits and Restrictions for Members of the Order

1. Upon membership, the magic user character must pay an initial fee of (1000 x character's level)gp.
2. First level characters joining the Order may spend an extra year training and obtain one extra spell for their spell book (Advanced: 5 instead of 4; Basic: 3 instead of 2).
3. All characters may make use of the guild's facilities (laboratory, library, etc). Characters are also designated their own bed chamber within the keep which is theirs for as long as they are members.
4. Any training within the guild costs ½ that of the normal price. However, those merely using the guild as a cheap source of training will have their membership terminated.
5. If a rise in level results in the character achieving a higher status within the order, a ceremony will take place at which the magic-user is granted his new cloak and staff. Either, neither or both of the items may be magical, according to the level of the recipient and any outstanding feats performed on behalf of the Order. The allocation of appropriate magical items and the ceremony is left to the DM's discretion and inventiveness.
6. All magical cloaks or staffs discovered while adventuring must be given to the Guild. All xp gained for finding the item are kept, and the donating MU's reputation will increase within the Guild.
7. Anyone treating membership lightly, or abusing the basic principles it espouses, or being unfaithful to the order will be asked to leave — and will be lucky not to meet misfortune in her or his future career.
8. The White Order is a society which obeys the laws of the city. Those who willingly break some of the laws of the city will be instantly dismissed from the guild even if not proven guilty by the courts.

Members of the White Order at Carraway Keep

13a Anarion the Grey; M; MU16; L/LG; Staff and dagger +3; AC-3/-4; hp 45

- H
S 15 Tall, middle aged man, grey hair and beard; grey cloak of protection +3, white shirt, grey trousers, bracers of defence AC2 (in the shape of a golden torque); beech staff, silver shod, which is a +2 weapon and stores 3 spells (cf ring of spell storing): AD&D game: 1(16), 3(16), 6(5); D&D game: 1(6), 3(9), 6(3)
- I 18 Master of the White Order/Wizard
- W 16 Kind, knowledgeable and persevering, feared and respected by all but the most ignorant
- D 17 Rumoured to be the Son of Orrian(!), related to Sarron (13b), knows all students and staff at the Keep as well as most League dignitaries and (reputedly) the Katar himself
- C 15
- Ch 13

Spells:

- AD&D: 1-(2, 3*, 4, 6*, 16*, 20*, 22*, 24, 26, 29)
2-(2, 9*, 10*, 13, 17, 23*, 24)
3-(4*, 7, 9, 11, 16*, 17, 22*, 23)
4-(1, 4*, 7, 11, 16*, 23, 24*)
5-(7*, 8, 11, 16, 17*, 23)
6-(1, 5*, 8, 20, 23*)
7-(10, 12*, 15)
8-(6*, 10)
- D&D: 1-(1*, 2*, 6*, 7*, 8, 9, 12)
2-(1, 5*, 6*, 8, 10, 11*, 12)
3-(2*, 3, 4, 5, 9*)
4-(1, 3*, 11, 12*)
5-(2*, 3, 6*, 8)
6-(1, 3*, 4, 5, 8*)
7-(7*, 11, 12)

13b Sarron Silvertongue; F; MU10; L/LG; Staff and dagger +1; AC2/3; hp26

- H
S 10 Tall, good looking mature woman, streaked ash-blond hair; red-brown cloak of protection +4, ring of protection +2, beech staff, copper shod, which is a +1 weapon
- I 18 Mistress of the White Order-Wizard/Necromancer
- W 16 Bears a strong resemblance to Anarion (13a), friendly, charitable but cautious and wary
- D 15 Descendant of Orrian, knows all at the Keep, and many important people in the League
- C 12
- Ch 17

Spells:

- AD&D: 1-(4*, 6, 9, 15, 16*, 20, 22, 27*, 30*)
2-(4*, 5, 6, 10, 12, 14, 15*, 22)
3-(3*, 4, 7*, 12, 16, 20, 24)
4-(2, 7, 13*, 18, 19, 21)
5-(4, 12, 14, 18, 20*, 22)
- D&D: 1-(2, 3*, 5, 6*, 7, 8*, 9)
2-(2*, 3, 4, 6, 7, 9*)
3-(1*, 2, 3*, 6, 9, 11, 12)
4-(2, 6*, 8, 9, 10)
5-(4, 5, 6, 7*, 8)

13c Firna; M; MU9; L/LN; Staff; AC3; hp 16

- H
S 7 Long dark blue robe, brown boots, bracers of defence AC4 in the shape of a pair of silver armlets.
- I 18 Wizard/Sorcerer
- W 15 Intellectual, old, pleasant, kindly, knows a great deal about his trade.
- D 15 Knows all at the Keep and those from the Magic-Users' School (9); secretly very wealthy, with many contacts in the banking fraternity and the law, knows Fiorantannis (50a); several contacts among the worshippers of Saith
- C 11
- Ch 9

Spells:

- AD&D 1-(3, 4, 6, 13, 15*, 17, 22*, 30)
2-(7, 16*, 20*, 21*, 24*)
3-(4, 7, 10, 18*, 23)
4-(5, 6, 15*, 18, 21)
5-(18, 19)
- D&D: 1-(2*, 5*, 8, 9*, 10)
2-(3, 9, 10*, 11*, 12*)
3-(2, 3, 8, 9*)
4-(2, 3, 5*, 8, 10)
5-(6, 7)

13d Sharla; F; Fr8; L/LN; No weapon; AC 6/7; hp 28

- H
S 8 Long, flowing, light blue robes, soft brown boots, ring of protection +1
- I 17 Sage
- W 18 Charming, intellectual, kind and helpful
- D 16 Knows the locals, those at the Magic-Users' School (9) and all of the order
- C 14
- Ch 10
- Spells:
- AD&D: 1-(22*) D&D: none
2-(6*)
3-(2*)
4-(22*)

13e Amras the Blue; M; MU6; L/LN; Dagger; AC 4/5; hp 20

- H/E
S 15 Beautiful blue embroidered robe, ring of spell turning and ring of protection +3
- I 16 Retired adventurer, assistant to Anarion and Sarron, Warlock/Magician
- W 15 Cheerful and frivolous, loves rings
- D 16 Knows many throughout the town and all within the Keep
- C 10
- Ch 11

Spells:

- AD&D: 1-(7, 9*, 15, 16, 22*, 25, 26)
2-(6, 9, 15, 21, 23*)
3-(16, 19, 22*)
- D&D: 1-(4, 5, 6*, 9, 11*)
2-(4, 5, 9, 10, 11*)
3-(6, 9, 10*)

13f Ash; M; F7; L/LG; Longsword +2, giant slayer; AC 0; hp 47/55

- H
S 18⁰⁰ Chain mail shirt +3, brown leather leggings, black leather boots, cloak of black with gold embroideries, gauntlets of ogre power
- I 13 Bodyguard to Anarion - Champion
- W 13 Stern and grim, extremely loyal, will die for his master; always alert and at hand
- D 16 Friendly with his master and all in the Keep
- C 15
- Ch 15

13g Federe; M; F6; L/LG; Longsword and dagger; AC 5; hp 35/40

- H
S 17 Chain Mail shirt, brown leather leggings, brown leather boots, crimson cloak with gold embroideries
- I 12 Bodyguard to Sarron - Myrmidon
- W 9 Thin and wiry, cheerful and mischievous but careful and always alert; fights with two weapons (longsword and dagger) due to high dexterity; will protect Sarron with his life
- D 14 Friendly with his mistress and master and all in the Keep, especially Amras; hates dwarves
- C 11
- Ch 8

There are many other residents of the Order in the Keep and many who are travelling. The residents are made up of magic-users, assistants and general helpers as well as the odd visitor. The DM should design these characters as necessary bearing in mind that the NP's listed are the most important and the restriction on numbers given above.

Scenario Ideas

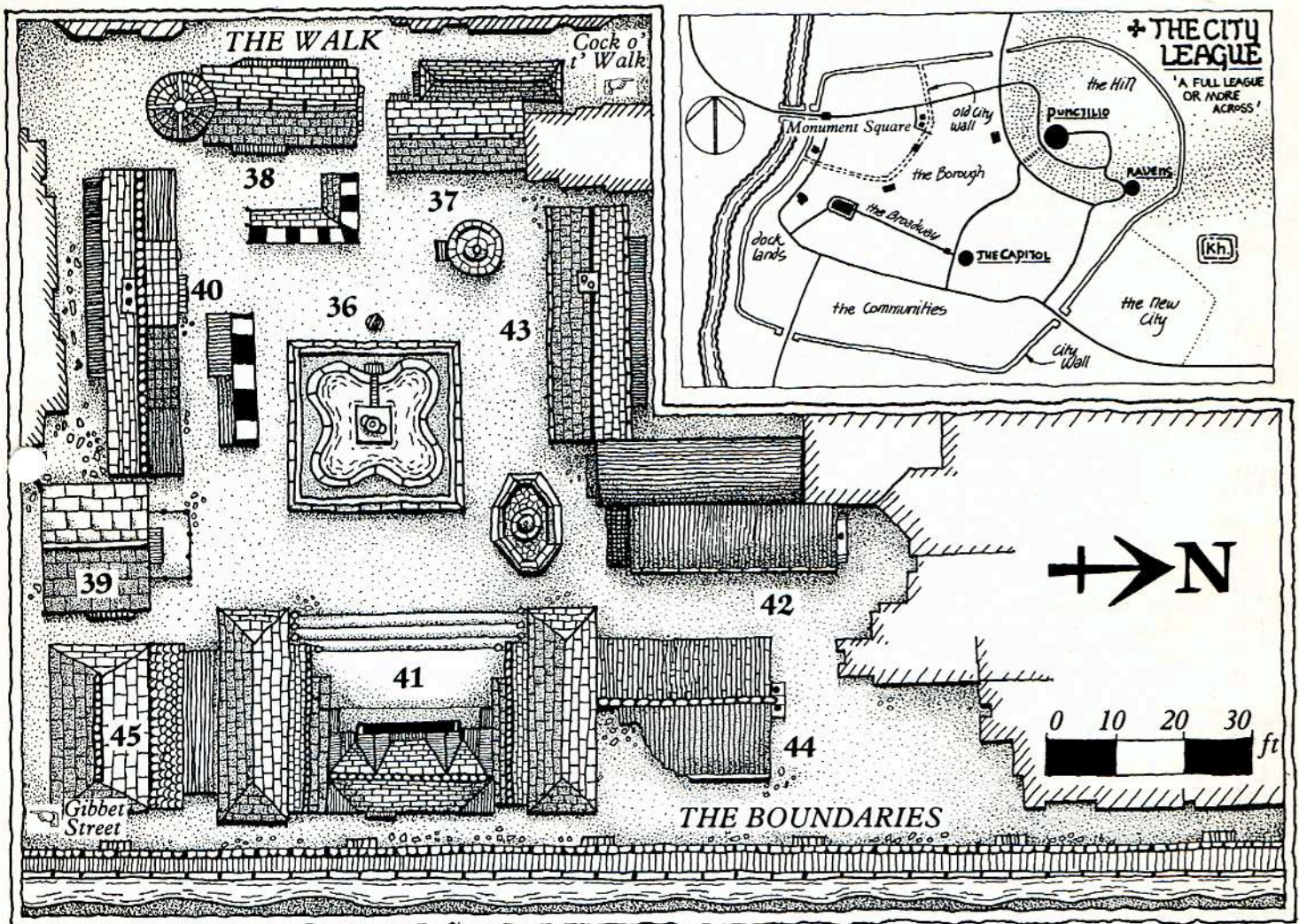
1. The Night of Compulsion. When the White Order was established millenia ago, one legend has it that they came into conflict with the mysterious Knights Ocular. But what was the result? Both orders now exist, side-by-side, in the broil of the City, seemingly at peace. What is the secret?
2. The White Cloak. Orrian himself may have been the only true "White" in the history of the Order — certainly he is the centre of its mystery and power. When he was buried, it is said that his Cloak was buried with him. The order will do anything to protect the secret of its whereabouts, but just what is it and what are its powers? Characters of levels 8 and above, queue to the right!
3. Sharla. Although it is not readily apparent, Sharla is the odd-one-out at the Keep. Not a mage, but a Freewoman of some standing, but with spells available just the same (Advanced). Furthermore, she seems to know just about everything of the history of all the Domains, and recalls it just as if she'd been there herself....



MONUMENT SQUARE

by Brian Garrod

PELINORE: the City League



The Square

Monument Square is a paved court situated within and adjacent to the old city walls. It was built in honour of the construction of the walls and the bringing of law and order to the City League. Now it stands a mocking testimony of the area's downfall; the stonework scored and vandalised, the flagstones cracked and mossy, the sanctuary in ruins.

36. The Water Pump and Pools

Clean, drinkable water is in short supply in this area of the league, the streams' water is dirty and the nearest fresh water a good distance away. Residents must pay for their water. The water-seller is either Mandren (27a) or Solchar (36a) who sits on the stool provided awaiting custom. Since the water pressure below has long since diminished, pumping water can be a long and arduous task. For only a few extra coppers the water-seller will provide this service, however.

36a Solchar Na-baroth; M; Fr1; N;
No weapon; AC 8; hp 2

- | | | |
|----|----|--|
| H | | |
| S | 17 | <input type="checkbox"/> Looks too old and weak to pump water, but in fact well muscled and agile; wears ragged robes and a battered felt hat; face covered in warts and boils |
| I | 19 | |
| W | 14 | <input type="checkbox"/> Water-seller |
| D | 15 | |
| C | 14 | <input type="checkbox"/> Alert, constantly ready to please, avaricious and cunning but harmless |
| Ch | 6 | <input type="checkbox"/> Friendly with Mandren when she is sane; knows each customer by name |

The Statue

The statue honours peace, law and order, and sits on a graffiti-ridden sandstone plinth. The figure, cast in a bronze alloy, is of a robed woman bearing a sheathed sword and a large law tome. Her right hand is raised, palm forward, in what was originally a sign of peace; two of her fingers have since been broken off, and her hand now seems to be conveying some sign or message.

The Sanctuary

The Sanctuary's use has been all but forgotten. The locals consider it to be just another monument or perhaps a shelter for travellers or waifs. The roof was once thatched — and still is, after a fashion. Periodically (though not in the lifetime of the inhabitants), it is rethatched secretly by night. Those who look closely will see the word 'Abazar' in magical script on the central stone pillar. If a person of good alignment, able to read the scrawl, pronounces this word loudly, the Sanctuary is surrounded completely with a **protection from evil 10' radius**. The spell can be triggered but once a day, lasting for 12 hours, and if the pillar is removed the Sanctuary will no longer function.

Flanche's Stall

Flanche sells fowl at extremely cheap prices. Unfortunately much of the 'chicken', 'turkey' and 'goose' is in fact rabbit meat, which has been moulded into fowl-shaped cuts! Still, Flanche does say it's the fact that it's cheap that's important!

- 36b Flanche Longbourne;** M; F 4; N/CN;
Broadsword and dagger; AC 5; hp 19/21
- H
S 13 *Wears chainmail under his white smock; bald, no eyebrows, sharp black eyes*
I 14 *Foul fowl seller, ex-adventurer*
W 10 *Self-conscious about his complete lack of hair after a nasty experience with a high-level evil cleric in his adventuring days; bad tempered, mean and spiteful but silver-tongued and quick-witted.*
D 10 *Only Eblon (37a) will be his friend*
C 12
Ch 14

Sorrow and Morritta's Stall

Morritta sells sweetmeats and confectionery from the stall whilst Sorrow, her husband, keeps on the move with his advertising yell and tray of hot pies.

- 36c Sorrow Moonfist;** M; Fr 3; L/LG;
Shortsword; AC 9/10; hp 5/6
- G
S 10 *Dressed in white shirt and breeches, carries a tray slung around his neck and yells the nature of his business intermittently; thin for a gnome, but rosy cheeked*
I 10 *Confectioner and pie vendor*
W 14 *Always weary and in a hurry; appears nervous and edgy about anyone new in the locale; sometimes seems a bit over-cheerful; inquisitive*
D 11 *Knows something about absolutely everyone local; husband of Morritta (36d)*
C 8
Ch 12

- 36d Morritta Moonfist;** F; Fr 2; L/LG;
No weapon; AC 9/10; hp 4/5
- G
S 12 *Dressed in white pinafore and grey frock; curly brown hair and bright, cheerful green eyes; very short and thin*
I 14 *Sweet seller*
W 9 *Ignores comments about her diminutive height; generally cheerful and chatty - often too chatty to allow her husband to say anything!*
D 10 *Wife of Sorrow (36c) and knows everyone he knows*
C 11
Ch 13

Sanbow's Stall

Sanbow is a kindly old lady who cultivates pot plants in her window and sells them on the square. She will always recommend her favourite to interested customers, a fern-like pale green plant she calls 'Elephants Thumps' — she doesn't know why, which is a mercy since little does she know that the plant is in fact a mild narcotic.

- 36e Sanbow Goodhern;** F; Fr 1; L/LG;
No weapon; AC 10; hp 3/5
- H
S 11 *White-haired, plump, slow mover due to arthritis; wears a crocheted shawl over a green wool dress*
I 7 *Pot plant seller*
W 9 *Old-fashioned and set in her ways; would be horrified to learn the true nature of her favourite plant*
D 7 *Prefers not to associate here*
C 15
Ch 12

37. Eblon's Junk Shop

Business is especially brisk for the time of year and the shop sprawls out onto trestles in front of the shop. Eblon, the proprietor, buys and sells most items — the price depending on the likely demand, and 'providing that it isn't stolen' (of course)! Any item bought from Eblon is 10% likely to be special in some way — ornate, shoddy, faked or even magical — however items are also 25% likely to be stolen considering Eblon's and his daughters' trade — thievery!

- 37a Eblon Fairlorn;** M; T6; C/CN;
Shortsword, dagger and darts; AC 8/9; hp 22/32
- H
S 7 *Weasely and wiry. Lank, copper coloured hair and long fingered, nail sharpened, greedy hands; dressed in grey robes*
I 16 *Junk trader and thief*
W 11 *Innocent mannered, appears absent minded, speaks harshly and fond of sarcasm and black humour; genuinely caring of his daughter, Joll (37b)*
D 15 *Father of Joll (37b); friendly with Flance (36b); member of local thieves' guild.*
C 16
Ch 9

- 37b Joll Fairlorn;** F; T3; C/CE;
Longsword and daggers; AC 3/4; hp 9/16
- H/1/2O
S 14 *Plain looking (plain ugly!), large red nose, hardly a patch of clear skin under freckles, moles and warts! Not a child gifted with beauty. Wears a baggy red frock and a cheap leather choker bracer of defence AC 4.*
I 14 *Thief and occasional houri*
W 12 *Flaunting and always being ridiculed for it; conniving, scheming and hateful; does not know her true race - her mother burdened Eblon with her as a child and departed - but the breeding certainly shows!*
D 14 *Daughter of Eblon (37a) and an unknown orc-woman; knows everyone who mostly either chastise or ignore her (or laugh and bitch behind her back); sometimes disappears with her father or Flanche (36b) and returns with a full purse!*
C 11
Ch 6

38. The Folly Tavern

When Jarrow Downson, a rich merchant, decided to build himself a townhouse three centuries ago, he also decided, in his famed eccentric way, to include a four-storey tower! However, as the tower rose his business and wealth declined and he died a pauper. His descendants were left only the house, so this they converted into a tavern and local building of interest. His descendants still run the tavern today. Tanner and his sister, Jerris, have lived here since they were born and expect their respective children to continue the family business. The tavern is in the tower itself, with its all-round view and central, spiral staircase. It would make an excellent lookout post — for those who might need one.....

- 38a Tanner Downson;** M; F4; L/LG;
Broadsword; AC 9; hp 22/29
- H
S 18²¹ *Middle-aged but tall and broad shouldered; well muscled and well proportioned; wickedly handsome - black hair and sharp blue eyes; dresses in leaf green shirt and blue trousers*
I 13 *Stockman/chucker-outer and would-be adventurer*
W 9 *Usually jovial and jaunty; humorous but sometimes moody - especially when he is arguing with the two ladies in his life, Charmail (38b) his wife and Jerris (38c) his sister, over his continual wish to go adventuring, like he did when he was young, rather than stay and run the tavern*
D 15 *Makes it his business to know every customer by name; few friends*
C 16
Ch 13

- 38b Charmail Downson;** F; Fr2; L/LG;
No weapon; AC 9/10; hp 5/12
- H
S 8 *Slender, blonde and voluptuous; dresses in a sky-blue gown and broad leather belt*
I 14 *Barlady*
W 10 *Flirtatious, enjoys being chatted up and pandered to, faithful to her husband; shares Tanner's sense of humour, but not his view that adventuring, not barkeep-ing, is the road to riches*
D 11 *Knows most regulars - especially the men; very fond of Tanner (38a) and Jerris (38c).*
C 16
Ch 16

- 38c Jerris Downson;** F; Fr3; L/LG;
No weapon; AC 9/10; hp 8/11
- H
S 13 *Middle-aged, plump, masses of curly black hair; dressed in mauve and blue marquee-like dress!*
I 10 *Barlady and manageress*
W 17 *Henpecks her brother even more than this wife - but all three still get on like a house on fire; worldly-wise and understanding; heart of gold*
D 14 *Knows everyone local who come to her with their problems - a local agony aunt*
C 10
Ch 14

- 38d Moridbar Downson;** M; F1; C/CN;
Scimitar and shortsword; AC 7/8; hp 6/9
- H
S 10 *Teenage son of Tanner and Charmail, unkempt, slim and slovenly*
I 12 *Supposed to help with the tavern but rarely obliges!*
W 14 *A prodigal son in so many ways; a loner and a taker rather than an earner or a sharer; prepared to entertain any proposition that sounds profitable*
D 16 *No friends*
C 13
Ch 14

Regulars at the Inn

38e Arribund Cracey; M; 1/2/Fr1; N/CN; Daggers; AC 8/9; hp 4

- 1/2
S 12 Dresses in brown breeches, white shirt and an embroidered waistcoat; sandy hair and snub nosed
I 15 Information gatherer and seller cum storyteller
W 6 Sharp eared, greedy, invents stories and information snippets to please punters and take their money!
D 15 Knows about everyone local; only friend is Tarand (38f)

38f Tarand; M; E3/T3-MU2; N; Longsword and darts; AC 7/8; hp 12/8

- E
S 13 Shaven head, green eyes; wears grey robes
I 12 Freelance spy and lookout
W 13 Preoccupied, vacant, but once his attention has been gained sharp tongued, spiteful and vindictive; self-centred and greedy
D 16 Knows various guild members who provide work
C 9
Ch 9

Spellbook:

D&D 1:(1, 3, 6, 7, 9) AD&D 1:(3, 16, 20, 22, 27)
2:(1, 5, 6, 9, 10) 2:(2, 9, 10, 15, 19)

38g Leganni; M; Fr3; N; Longsword and club; AC 7/8; hp 10

- H
S 13 Dusty robes, balding, weary traveller type
I 10 Clothing trader
W 15 Mild mannered; here on business from outside the City League, interested in clothing bargains but not selling;
D 11 now a doppelganger, ugly tempered, clever and cunning
C 11 No contacts - it's eaten them all!
Ch 13

DMs' Note: Leganni is a doppelganger, posing as the trader

38h Vardum T'Manion; M; Dw3/F3; L/LN; Battleaxe and light crossbow; AC 5; hp 15/19

- Dw
S 17 Fat, stumpy and heavily bearded; wears his chainmail openly and with pride; sits in the corner quaffing beer; appears permanently drunk.
I 10 Ex-gliadiator, seeking employment as a bodyguard
W 10 Gruff but friendly if treated with due respect.
D 11 Although he has little money, he is very generous with it (unusual for a dwarf) and holds few grudges except to Tarand (38f) who's not only a 'damned elf' but a 'sorcerous warlock' too; everyone knows him, but he does not admit to knowing any of them!
C 13
Ch 14

39. Jacrond's House

The house has a balcony and a secret cubby-hole beneath the stairs; this hides Abol, an assassin whom Jacrond is hiding. Jacrond is a mercenary, working for and believing in any cause which pays him well. He used to be a travelling acrobat and is famous locally for his spectacular rooftop escapes from brushes with the law.

39a Jacrond Bortell; M; T7/AC7; N/CN; Staff and daggers (inc dagger +1, +2 vs humanoids); AC -1/-2; hp 21/34

- H
S 16 Greying beard, hooked nose, dark eyes; wears leather jerkin and black trousers; ring of protection +2
I 13 Mercenary thief-acrobat
W 8 Cunning and quick-witted; agile and graceful; seems jumpy, especially if armed and armoured adventurers knock on his door! Famed for rooftop escapes
D 18 Occasionally hired by local Thieves' and Assassins' Guilds; knows a few local mobsters, eg Arribund (38e) and Tarand (38f); hiding Abol (39b) from the Law
C 13
Ch 10

39b Abol Noftin; M; T4/A4; C/LE; Hammer and dagger; AC 7/8; hp 15/16

- H/1/2O
S 13 Still dressed in his last disguise of a blacksmith; leather apron, thick blackened wool trousers, boots and dirty yellow shirt; brown snagged hair and protruding cleft chin; ring of protection +3
I 13 Freelance assassin
W 14 Thoroughly nasty and bullying; presently especially on his guard, devious and manipulative
D 14 Only local contact is Jacrond; member of a distant Assassins' Guild
C 13
Ch 6

40. Lilith's Home

This house shows signs that it was once partially burned and then shoddily repaired; about five years ago now, when Lilith was eighteen, her house was mysteriously set alight. Local legend has it that vigilantes believed the entire family to be witches and consequently converted the house into a pyre. Lilith escaped with terrible burns and total blindness.

40a 'Lilywhite' Lilith; F; Fr2; N/LN; No weapon; AC 9/10; hp 6

- H
S 9 Scars from the right side of her face to the small of her back, long black hair obscuring the worst (treat as Ch 6 on first sight); staring pale eyes; wears a grey gown
I 11 Because of her blindness, her other senses are acute and she thus hires herself out as a guide occasionally
W 15 Moody and brooding, intent on revenge, eccentric, calculating and deliberate
D 12 Ostracised; knows everyone locally by sound and smell
C 14
Ch 15

41. The Laundry

This building comprises of the various laundry pools, several washing lines (which some say are holding the place up!) and the home of the launderers, Mailicea and Chove, and their adopted (half)ling son, Ramal. Chove was a successful adventurer until he fell in love with Mailicea.

41a Chove; M; MU3/I3; L/NG; Dagger; AC 6/7; hp 7

- H
S 11 Wears white smock and green breeches; skullcap and ring of protection +1, long moustache and sideboards
I 15 Launderer
W 11 Although he badly wants to, does not adventure - "I'm a married man now"; determined, resolute and caring
D 16 Husband to Mailicea (41b), friendly with many magicians from the MU school
C 9
Ch 14

Spellbook

D&D 1:(1, 3, 4, 7, 8, 9, 10) AD&D 1:(3, 4, 12, 20, 22, 23, 27)
2:(1, 4, 9) 2:(2, 6, 15)

41b Mailicea; F; Fr2; L/LG; No weapon; AC 9/10; hp 4/6

- H/1/2E
S 8 Slender - almost boney, thin face with sad grey eyes; wears a pastel shaded gown and a headband
I 13 Launderess
W 14 Shy and very timid, speaks softly if at all; once she is confident however; chatty, humorous and sparkle-eyed
D 14 Knows only her family
C 9
Ch 17

41c Ranal; M; Fr1; L/LG; Shortsword and dagger; AC 8/9; hp 2/4

- 1/2H
S 13 Wears brown trousers and blue shirt; usually seen pulling the huge wicker delivery basket on a trolley that appears far too heavy for him
I 14 Delivery halfing
W 12 Chatty, cheeky, helpful, inquisitive and cheerful; prone to enjoy rather too much wine than is good for him when his traits are usually extenuated
D 15 Knows his adopted parents and everyone local, especially the laundry customers helpful enough to give his basket a push when he's going uphill; dislikes Arribund (38e) who is the bad apple in the barrel of halfings
C 10
Ch 11

42. Scribes' Workshop

Tambor and his large family live here. Tambor, the scribe, has a fair mastery of most of the human, demi-human and humanoid languages and can translate, dictate and compile or prepare legal documents. His wife, Ariana, concerns herself with the manufacture of paper and the preparation of quills and inks.

42a Tambor Inis; M; Fr5; L/LG; Swordstick; AC 9/10; hp 12/18

- H
S 12 Elderly, bearded and becoming shortsighted and deaf; wears a blue shirt and breeches
I 17 Scribe
W 14 Testy in his dotage but kind at heart; eager to see his eldest son, continue as a scribe in the family business.
D 14 Knows buyers and family; Sanbow (36e) is an old flame
C 12
Ch 14

42b Ariana Inis; F; Fr3; L/LG; No weapon; AC 9/10; hp 9/8

- H
S 10 *Spindly frame, white hair tied in bun; primly dressed in mauve frock and yellow scarf*
I 13 *Scribe's assistant*
W 10 *Suspicious and nosy, sometimes a gossip-monger; usually helpful and kindly, good natured; calls everyone 'deary'*
D 11 *Friendly with Jerris (38c); wife of Tambor (42a)*
C 12
Ch 10

42c Dolgan Inis; M; F2; N/CG; Broadsword and shortsword; AC 6/5; hp 10/16

- H
S 14 *Lean and handsome, wears chainmail and his swords openly and proudly; straw coloured hair and strong chin; extremely tall*
I 8 *Swordsman*
W 12 *A young man full of ideals: would rather champion the cause of good than take over the family scribing business - in any case he's too clumsy to write neatly and never got the hang of languages; strong willed and stubborn; tends to bottle up feelings until they burst free in a cataclysm of emotion*
D 7 *Friendly with Tanner (38a) whom he admires; first son of Tambor (42a) and Ariana (42b); also has contacts among the fighters at the Arena and the Punctillan; several drinking friends in numerous Inns*
C 15
Ch 16

42d Egrin Inis; M; Fr2; L/LG; Dagger; AC 9/10; hp 4/8

- H
S 11 *Plain and uninspiring to look at; grey smock conceals a fast growing and premature paunch for 22 years of age, green trousers and blue woolly hat*
I 16 *Assistant scribe*
W 14 *An excellent scribe despite his father's wishes for Dolgan to be the best; friendly but deadpan; wrapped up totally in his work; second son of Tambor and Ariana*
D 13 *Too busy for friends*
C 9
Ch 9

42e-h Balgor, Sandom and Chorrin are adolescent sons ranging in age from 10 to 15; Lora is Tambor and Ariana's only daughter, presently she has a crush on Moridbar (38d).

43. Empty House

This house is presently between owners but is not uninhabited. Nicton, a vagrant no-hoper, shares the back room with a multitude of rats, cockroaches and woodworms.

43a Nicton; M; T2; C/CN; Club and dagger; AC 9/10; hp 9/11

- H
S 10 *Unkempt, dirty and unsavoury; long snagged hair matted into a ponytail; dresses in rags*
I 14 *Dosser and thief-at-last-resort*
W 13 *Lazy and willing to break every moral code to turn an easy copper; scheming, disgusting and, probably, a bit crazy*
D 14 *Knows only Moridbar (38d) who sometimes supplies him with food and other things in exchange for thieving tips and tall stories*
C 17
Ch 8

44. Kaili's Trinket Shop

Kaili, a weird old man, claims to be everything from a seer to a spellbinder to a creator of magical trinkets; most locals think that he's a fraud — and they're right, he is!

44a Kaili Torsin; M; MU2; N/CN; Dagger; AC 9/10; hp 5/6

- H
S 9 *Wizened, bushy eyebrows, wild white hair, balding, crooked nose; walking stick he claims to be a wand, black robe, embroidered with stars, acts crazy*
I 13 *Magician and more often than not creator of fraud magic; a failed magician - too clumsy by half!*
W 9 *Brilliant actor, mystical air about him, greedy but spendthrift; pretends to be insane or perhaps in dotage*
D 8 *Ex-member of MU school; prefers to keep to himself*
C 15
Ch 9

Spellbook:

AD&D 0:(Cantrips only)

45. Mindon the Merchant's House

Mindon is a buyer and seller of metals in all forms and of all descriptions. He does not have anything to do with the actual trading, just the bargaining and the eventual deal.

45a Mindon Bord; M; Fr7; L/LN; Battleaxe and dagger; AC 4; hp 20/30

- Dw
S 12 *Dresses in fine chainmail +1, wears browns and greens including a feathered brown cap, long white beard and steely grey eyes*
I 14 *Merchant*
W 14 *A bureaucrat at heart, haughty, business like, professionally greedy, covetous, a hard bargainer and an upright, moral, stalwart citizen of The League*
D 11 *Husband to Sorahz (45b); dislikes Eblon (37a) intensely and absolutely detests Eblon's daughter, Joll (37b); claims to have a son practising as a merchant in every major city in Pelinore*
C 17
Ch 13

45b Sorahzh Bord; F; Fr4; L/LG; No weapon; AC 9/10; hp 10/11

- Dw
S 14 *Dresses in a mauve frock with a jewelled belt; hair in pigtailed and beard neatly plaited*
I 14 *Book-keeper*
W 10 *Haughty and proud; standoffish and never interferes; sharp tongued especially towards persons who make fun of her splendid beard; seems sour and unhappy; dieh romantic.*
D 9 *Wife to Mindon (45a) and mother of many in her time; secretly admires Vardum (38h) often wishing that her Mindon was a great warrior instead of a successful business dwarf*
C 13
Ch 11

Plotlines

1. Player characters are most likely to end up living in the environs of Monument Square only if they fall on hard times. With the exception only of the New City, the Square is one of the cheapest places to live in the City. Otherwise, their most likely contact is Eblon Fairlorn (37a), whose junk shop is a suitable outlet through which to sell the cheaper treasures found while adventuring. Any item worth 50gp or more can be sold to Eblon for half the listed price if a successful charisma check is made; otherwise he will only offer a quarter of the value. He is an expert bargainer, and very difficult to cheat.

2. Tanner Downson (38a) is very likely to be friendly to adventurers who come to the Folly. He will want to hear of their adventures; particular the treasure they found. He might even sound them out about taking him along. This might have some advantages for the right sort of party; Tanner will offer rooms in the tower, as secure a hiding place as can be hoped for. But should anything ever happen to him, the adventurers might wish they had never heard of him. Charmail (38b) loves husband very much, and she is resourceful and wealthy enough to make life miserable for the party, bribing Law officers to arrest them, cajoling local toughs to rob them — and if all else fails, hiring Abol Noftin (39b) to exact revenge.

3. None of the regulars of the Folly are anything to admire — except, seemingly, Leganni (38g). So, when a brawl breaks out in the barroom, it's going to be quite a feast — with a little sting in the tail. The lights are relit, and the damage assessed — and suddenly Leganni has disappeared! The doppelganger will have killed and disposed of the body of one of those present, and have taken his or her form. Just how this is going to work out when the District Militia arrive is anyone's guess!

4. Liliith's injuries are terrible — but a cleric of a high enough level can do much to restore her to full health. If the adventurers are in any way responsible, Liliith will tell them the fact she has kept to herself for five years — she knows the face of one of the vigilantes who killed her family and burned her home. If the adventurers help her pursue the villain, who will they find? And what will they do when they find that the vigilantes will do anything to keep their actions a secret?

5. A book is found; and suddenly everyone's attention is focused on this backwater. Property developers, City magnates, the Katar.... people with power — all want to buy the Square. For the book shows how a building can be constructed over the Statue in such a way that the protection from evil extends to the whole building. What a prize! And with just a few scrubby houses and shops to get rid of, what is there to stop a ruthless purchaser from doing exactly what he likes?

Deep in the heart of Pelinore has grown the City League, a mighty hive of humanity, offering everything an adventurer could desire. Each month IMAGINE magazine presents a few buildings from within the City; describes their inhabitants; and offers one or two ideas for adventure. The City provides the ideal campaign base for the DM who can collect these articles and steadily build them up into the most comprehensive campaign setting available. Copy them, or cut them out and store them in a ring file — and you need never again be short of an idea for a City encounter.

PELINORE: the City League

THE ASYLUM by Brian Garrod

The Asylum, stark and grey, looks more like a fortress than a medical institution, with its thick walls and fortified gate-house. There are two classes of patients here: those who can pay and those who can't. The latter have to work to pay their fees, usually sewing or carving ornaments in the workroom but occasionally as cook or caretaker. Sometimes the courts order certain individuals to attend the Asylum for various periods — from a few hours to several years. The Asylum employs guards to ensure the 'safety' of such unfortunates and, sometimes, to restrain raving patients. Mandren (27a) is such a case.

On rare occasions a patient will escape; sometimes they get as far as the Cock O' Th' Walk (14) or Monument Square (36-45), but rarely further. It may, however, take the guards several hours to locate the escapee....

THE STAFF

46a Thrandor Lox: F; C6; L/LG; mace in room; AC 6; hp 25/35

- H
S 16 Usually dressed in white tunic and skirt; black hair shorn
I 8 short; **bracers of defence AC6**
W 17 Asylum warden and head analyst/surgeon
D 9 Serene and always appears calm; sharp tongued but caring; ruthlessly upholds lawfulness
C 15 Wife of Dornass (46b); knows everyone locally and within the Asylum; professional goodwill with the Cock O' Th' Walk staff; special friend of Amandaia (3a)
Ch 15

46b Dornass Lox: M; Fr5; L/LG; swordstick; AC 6/7; hp 12/16

- H
S 9 Dresses in a leather tunic and grey breeches; neat beard; felt hat contains writing quills amongst gaudy feathers
I 14 Asylum warden and office manager
W 7 Contrasts with his wife — somewhat disorganised; hurried, harried and permanently behind with his tasks;
C 9 helpful but rarely has time to listen, appearing blunt and absent-minded
Ch 14 Husband to Thrandor (46a); knows everyone within the Asylum but has no time for any other friends or acquaintances

46c&d Arar Sonant and Nomancholis Ip A'ra Bin Nomancholis (usually called 'Loony' Bin by his friends) are asylum healers (C3; AC 9/10; hp 11/13; staves in rooms). Arar is capable but sometimes careless and often carefree. Bin is a lazy, aloof laurel-rester.

46e-i Anatol, Wampateak, Portia, Lorma and Nobro are acolytes-cum-students (C1; AC 9/10; hp 4/5; staves in rooms). All seem desperate to get on in the world but unwilling to work their way there. They seem surprisingly unconcerned about the patients and overconcerned with themselves. Anatol sees himself as very important and a natural leader of men. Portia flirts unceasingly with Wadren (29b). Wampateak covets Arar's job and Nobro swears at the patients. Lorma is apparently the only caring one but her sweetness is just a facade. Pleasant bunch.

46j&k — see also Gragen and Lolden (27b&c) — Aman ana-Ristorin and Skullsucker are asylum guards (F3; AC 5; hp 18/19; longwords). Both are funloving spendthrifts but basically honest. They are inseparable friends.

THE PATIENTS

46l Equion: M; Fr2; N but insane; no weapon; AC 9/10; hp 4/5

- H
S 11 Dressed in patchy, flea-ridden furs; hair matted and tangled, tied in a topknot; unshaven; grimaces and snarls
I 15 Asylum patient
W 8 A lunatic — convinced he is a lycanthrope — probably a werewolf; escapes regularly, especially on full-moons, and jumps out, snarling and grimacing, at passers by
D 12 Refuses to speak to anyone
C 15
Ch 12

46m Baldo the Beast: M; Dw5/F5; L/LN but insane; cursed beserking bastard sword; AC 1/0; hp 26/27

- Dw
S 17 Wears rusted platemail; bright eyes; ring of contrariness
I 13 Patient at the Asylum
W 9 Baldo is a troublesome patient, he has two conflicting magical items — neither will let the other be removed; at present the entire asylum is fed up with him and all are plotting to dupe him into letting Thrandor near enough to cast remove curse; occasionally Baldo goes on midnight 'orc hunts' around the neighbourhood
D 17 No friends!!
C 13
Ch 9

46n Sara Halftoe: F; Fr1; L/LG but insane; no weapon; AC 7; hp 3/5

- 1/2
S 8 Brown and yellow gown, apron; innocent, friendly manner; sweet and childlike.
I 14 Asylum patient and trustee cook
W 10 Sara is a sad case, a kleptomaniac — stealing anything and everything that is available; remorseful, sad and innocent; frightened of her affliction; wonderful cook.
D 17 Very popular with everyone in the Asylum as long as she keeps her fingers to herself
C 11
Ch 16

46o Daraphelia (& Natasha): F; MU4; L/LG; no weapon; AC 9/10; hp 9

- H
S 10 Talks to her 'invisible familiar' — a cat called Natasha; carries her 'wand' (wand of paralysis) which no one will believe will work; it does work but, being lawful, Daraphelia will not use it to escape
I 17 Magician and falsely accused lunatic
W 8 Daraphelia was sent here by a court who found her drunk in a gutter; she is, however, quite sane and tired of her week-long stay in the Asylum; the guards do not let her out and Thrandor has confiscated her weapons, spellbook and spell components; no one believes she is sane; Natasha is indeed an invisible cat
D 14 Has friends in the Magicians Guild and needs them!
C 14
Ch 11

46p-y are patients suffering from various mental diseases (NM/FO or Fr1 to 2; AC 9/10; hp 5 to 9); these rarely escape to terrorise t'League.

46z 'Oi': M; T1; N/NE; no weapon; AC 6; hp 4

- H
S 8 Dirty, unkempt, smelly
I 9 Petty pickpocket and poking-stick salesboy
W 5 Noisy, aggressive, pushy little brat; demonstrates the effectiveness of his poking-sticks by poking passers-by, then offers to sell them as lunatic goods
D 18 Stole the idea from Tiblin ana-Ristorin (15f) at the N Docklands Court; the Thieves' Guild frequently send someone down to run him off, but he always returns
C 11
Ch 5

THE DEATHCART

by Brian Garrod

The slow, steady beat of a drum heralds the approach of a deathcart — a common enough sight in rural Cerwyn with its black-draped coffin, solemn-faced chaperones, escort of clerics, and, on occasion, the professional weepers of the faith of Onjura. People avoid death-carts — death means disease and disease means death. Also, if you've even the slightest respect for or fear of the gods, you do not interfere with the remains of their departed followers.

This deathcart seems different somehow; it can't be the stoney-faced cleric of Onjura, nor the weeping, veiled widow, nor the weary guard nodding in his saddle — perhaps it's the smell of gold, that distinctive, alluring aroma, that makes this particular procession seem strange....

A few months ago Tomlin and his merry bunch of adventurers were down at heel. It wasn't that their adventures were unsuccessful or lacking in bountiful, beautiful booty; it was because bandits 'liberated' it, tollkeepers 'cough, er, accepted a few coppers consideration' or thieves 'borrowed' it on the way home. What was needed was a disguise. Perhaps by disguising themselves as the entourage of a newly-departed citizen and by hiding the treasure in the coffin, they could avoid their distinct loss of profit margin.

Tomlin and company can often now be seen returning home to Tellhalter, sometimes a saddle is empty, sometimes there is a new face, but usually the deathcart comes and goes unhindered.



Plotlines

1. The problem with Tomlin is that he never knows when to stop lying. Bluffing his way past the guards on the gates of the City League, and avoiding the bandits on the roads of Cerwyn was one thing, but Tomlin has now convinced quite a few people around the City that he is genuinely a High Cleric of the Faith of Onjura. The latest dodge then is to act as the Deathcart for important people when they pass on; and to divert the better fixtures and fittings of coffin and funeral trappings into party funds. And there comes a time when he does this once too often....

This idea will work best if Tomlin and the others are introduced to the PCs through a third party like Mylites Ep-Stein (2a), and if the two parties mingle a bit; Offar and Duffas would not be above signing on for single adventures with another group, and Tomlin might help the PCs start up a similar Deathcart dodge of their own.

When the scheme falls foul after the 'funeral' of a powerful City League notable, both parties will find themselves the centre of much unwelcome attention; vengeful relatives of the many deceased Tomlin has cheated, hired assassins, the full majesty of the Law.... The greedier the PCs have been in adopting Tomlin's ideas, the more they will be at risk, and their possessions — and their very lives — will be at risk as they flee the City until the heat dies down.

47a Tomlin (aka The Darra of Jarne, Nolik the Undertaker): M; T8; N/CN; **longsword +1**; AC 2/3; hp 23/30

- H 8
 - S 15
 - I 9
 - W 18
 - D 7
 - C 14
 - Ch 14
- Weedy, pallid complexion, lank hair, face a mass of scars; wears conventional robe and skullcap of a cleric of Onjura; bracers of defence AC 6; rides next to the driver on the cart*
 - Adventurer and would-be undertaker*
 - Fast talker, sly, deceitful and thoroughly lovable; a charmer, suave; physically weakened by ogres who decided to torture and maim their captive; worshipper of Hrea, the grey liar*
 - Knows Sheer Dreeve (35a), but after a misunderstanding avoids The Walk; knows Jarda Whitehand (CT3a) and avoids him also, for similar reasons; friendly with the leader of the Patricians (CT6); knows most Tellhalter women by sight (at least).*

47b Jo-Lise Soarem: F; C6/D6; N **hammer +1**; AC 6/5; hp 20/27

- H 9
 - S 9
 - I 17
 - W 15
 - D 13
 - C 15
 - Ch 15
- Dressed as the widow in a long, black, lacy gown and veil; black, hooded cape; ring of protection +3; dusky with sun-bleached hair even in winter; snub-nosed; rides on a pony beside the cart*
 - Priestess of Tarmenel, the sky/weather god*
 - Doesn't really approve of the disguise which she sees as effeminate; plays with other's emotions — particularly Offar's, who loves her but is afraid to show it too much; and Tomlin's, who enjoys her flirtatiousness; loves birds especially*
 - Religious contacts in most Cerwyn towns and T'League*

47c Offar the Blond: M; F5/R5; L/LG; **bastard sword +3, longbow +1**; AC 0; hp 35/40

- H 18⁴⁵
 - S 14
 - I 15
 - W 11
 - D 15
 - C 8
 - Ch 8
- plate mail, shield +2, yellow hair tied in topknot; stern expression; poses as the company's bodyguard — rides quietly, head down, at the rear*
 - Adventurer*
 - Never lies and hates the dissembler gods and their people; stays with the party only to ensure Jo-Lise's safety; antagonistic towards Tomlin, whom he believes to be stealing Jo-Lise from him; resolute, long-suffering, boring, loyal, oversentimental and romantic*
 - Loves Jo-Lise; few other friends*

47d Imp Korna Gemlight: M; Dw6/F6; L/LN **battleaxe +2**; AC 0; hp 33/52

- Dw 14
 - S 10
 - I 7
 - W 16
 - D 17
 - C 6
 - Ch 6
- chainmail +2 under rags, shield, conical helmet; pristi 3' beard; sharp eyes; rides to the fore beating t... warning drum*
 - Adventurer and sometime gladiator*
 - Depraved, perverted and disgusting at his best; deadpan, arrogant and rude to all; heart of gold and loves children of all races; extremely generous and jolly when drunk (if you can ever call a dwarf generous — they all have their limits!)*
 - Knows the Karrysons (64a&b) and many other dwarves; rarely calls any non-dwarf a friend — if he does, it's a lie*

47e Duffas: M; Mu4/I4; N; **dagger +2**; AC 5; hp 13

- H/G 8
 - S 15
 - I 14
 - W 18
 - D 13
 - C 13
 - Ch 13
- ring of protection +1 and several other cheap rings; short, thin and watery complexion; sandy hair; dresses as a carter in brown smock and breeches*
 - Adventurer cum prankster*
 - Practical joker, fun loving, sometimes utterly lunatic with bad taste in humour and clothes; loves gambling and cheating; prefers cantrips to any low level spell*
 - Knows Malachite Burwright (9a) but keeps it quiet; friendly with the Evenings (9h&i); often plays tricks on Mylites Ep-Stein (2a) whom he has disliked from a child.*

Spellbook:

D&D 1: (2, 5*, 8, 9, 12*)
2: (2, 3*, 7, 9*, 11, 12)

AD&D 0: (usually any 12)
1: (1, 2, 4, 8, 9, 10, 11, 12)
2: (1, 3, 6, 7, 8, 10, 11, 12)

The WAXWORKS

by Linda Moore

A new waxworks has opened in the League in a rather upmarket part of the Borough not far from the ruins of the old city walls. As a public entertainment the waxworks are quite popular since this craft is unusual in the area and the figures on show are remarkably lifelike.

In actuality, the proprietor of the place is a somewhat lazy vampire by the name of Lorys. Rather than go out and take the blood of sleeping people, he has quietly built up a private store of captured thieves and beggars (and one or two more interesting characters) who won't be missed — or so he thought. These are the 'waxworks' — real people paralysed, painted with a wax paint and dressed up for display. He takes blood from one every night in a rota so the loss of blood never kills them and the paralysing fluid regularly given to them is fortified to keep them alive.

During the day the building is opened to the public who are charged 1gp each to look around. It is guarded day and night by two young chaotic-lazies called Bolx and Mrija. They know nothing of Lorys' real identity and do not ask as they are allowed to keep half of the take at the door. They aren't actually as good at guarding the place as they might be and often abandon it in the evening to visit the local hosteleries. They sleep in the shelter of the eaves and are not allowed in the building during the hours of darkness.

Lorys uses the waxworks as a base — merely for bed and breakfast. During daylight he rests in the cool and damp of his coffin in the basement. At night he takes the form of a bat and roams the City — taking in the sights and sounds of the teeming metropolis, hearing and seeing things thought secret by those who have secrets to keep.

DM's notes

The layout of the waxworks is quite straightforward. It is a two storey, detached building. There is a small lobby in which entrance money is collected — kept in leather purses around the belts of the guards — leading into a large room in which are the 'waxworks'. These waxworks are astonishingly lifelike and will raise the suspicions of intelligent characters. The guards are vigilant, however, and overt attempts to touch (or pick bits off) the exhibits will be resisted. This is essential as the figures are warm to the touch! Beyond is a small storeroom with stairs leading down to a cellar. The nourishing drug that keeps the victims asleep and alive is stored here in large quantities as are the various props, paints and real waxworks needed to complete the tableaux upstairs. In the floor of the cellar is a secret trapdoor which leads to an undercellar in which is just one of the vampire's many coffins. A concealed door at one end of the cellar leads to a series of chambers, which in turn link with the sewers that run beneath the Borough.

Lorys is cunning and dangerous, and has placed traps about the Waxworks. The most diabolical of these is a **mirror of life trapping** beneath the soil in his coffin; beneath that are gems worth 26,800gp.

49a Lorys — a vampire;

powers and abilities as the monster; **rod of dominion, ring of protection+4, ring of regeneration**

- Clad all in black; pallid complexion with red corneas around piercing black irises; bright red lips and yellow teeth*
- Vampire*
- Evil in every fibre; he avoids killing victims in order to maintain his 'collection' and so attacks to overpower unless in fear of his life; always awakes within 1 round of his coffin being opened*
- Unknown in this guise though he occasionally appears as a nobleman in surrounding villages*

49b Bolx; M; F6; C/CE;

longsword +2; AC 3; hp 42/50

- H
- S 16 *Goodlooking and well-built; crimson surplus hiding platemail*
- I 7 *Myrmidon*
- W 8 *Slow of thought therefore appears charming; nasty and cheap; winning smile*
- D 12 *Well known in local hosteleries; somewhat feared*
- C 16
- Ch 15

49c Mrija; M; F6; C/CE;

shortsword +3; AC 2; hp 36/44

- H
- S 16 *Long, brown, hooded cape over platemail; very dark complexion*
- I 6 *Myrmidon*
- W 7 *Superficially grumpy hiding a really unpleasant personality; loves torture*
- D 15
- C 15
- Ch 13 *Not popular, even with his drinking 'friends'*

49d Nila Scapul; F; MU5; C/CN(E)

dagger +2; AC 9/10; hp 14

- H/1/2E
- S 15 *Unkempt; unclean; very pale and prematurely grey; rarely appears by day*
- I 11
- W 6 *Enchanter, but has lost her spellbooks and forgotten all her spells; now assists Lorys with the Waxworks*
- D 9
- C 11 *Quiet, frightened, morbid; superficially pitiful, but relishes death and the dead; always tries to please Lorys*
- Ch 12 *Hides from Bolx (49b) and Mrija (49c); knows and is known by the Staff at the Asylum (46) as an ex-patient*

49e Frinette; M; MU9; N;

no weapon; AC 6/7; hp 30

- H
- S 11 *Dressed in normal wizard's garb; impressive rather than handsome; ring of protection +2; wand of frost/cold*
- I 17
- W 13 *Wizard; currently waxwork in tableau entitled 'The Conjuror of Phhasz'*
- D 14
- C 11 *Honourable to the point of stupidity; superior; snob; supercilious; fastidious; contemptuous of all lower 'spellmongers'*
- Ch 18 *Knows the staff at the Magic Users' School (9) but regards them as amateurs and inferiors; grudgingly respects reputation of the White Order, and Firna (13c); claims to be Grand Master of the (totally fictitious) Order of Mountain Mages*

Spells:

- D&D 1: (1*, 2, 4, 5, 6*, 8, 9, 10, 11*)
 2: (3, 4*, 5, 10*, 11*)
 3: (1*, 2, 7, 9*, 11*, 12)
 4: (1, 2*, 4, 8*, 11)
 5: (1*, 5)
 AD&D 1: (2, 3*, 4, 6, 12, 15, 16**, 19, 22, 23, 25*, 30)
 2: (5, 6*, 8, 9, 12, 14, 17*, 21, 23*)
 3: (3*, 4, 13, 14, 16*, 18*, 19, 21, 24)
 4: (1, 2*, 17, 18*, 22)
 5: (3*, 10, 14)

49f Lliarrial Oakleaf; F; E6/F6-MU6; N;

longsword +3; longbow +2; AC 0/-1; hp 23/26

- E
- S 15 *Blackened chainmail +2 and red-brown autumnal camouflaged cloak; striking beautiful elf maiden, but hard and non-smiling*
- I 17
- W 13 *Myrmidon-Warlock; vampire hunter (failed); waxwork in woodland elf tableau*
- D 18
- C 12
- Ch 15 *Superficially charming; grim; brutal; obsessed with personal crusade against vampirism and undead*
 Knows no-one in City League except Lorys (49a) — whom she wants to kill regardless of the consequences — and his staff.

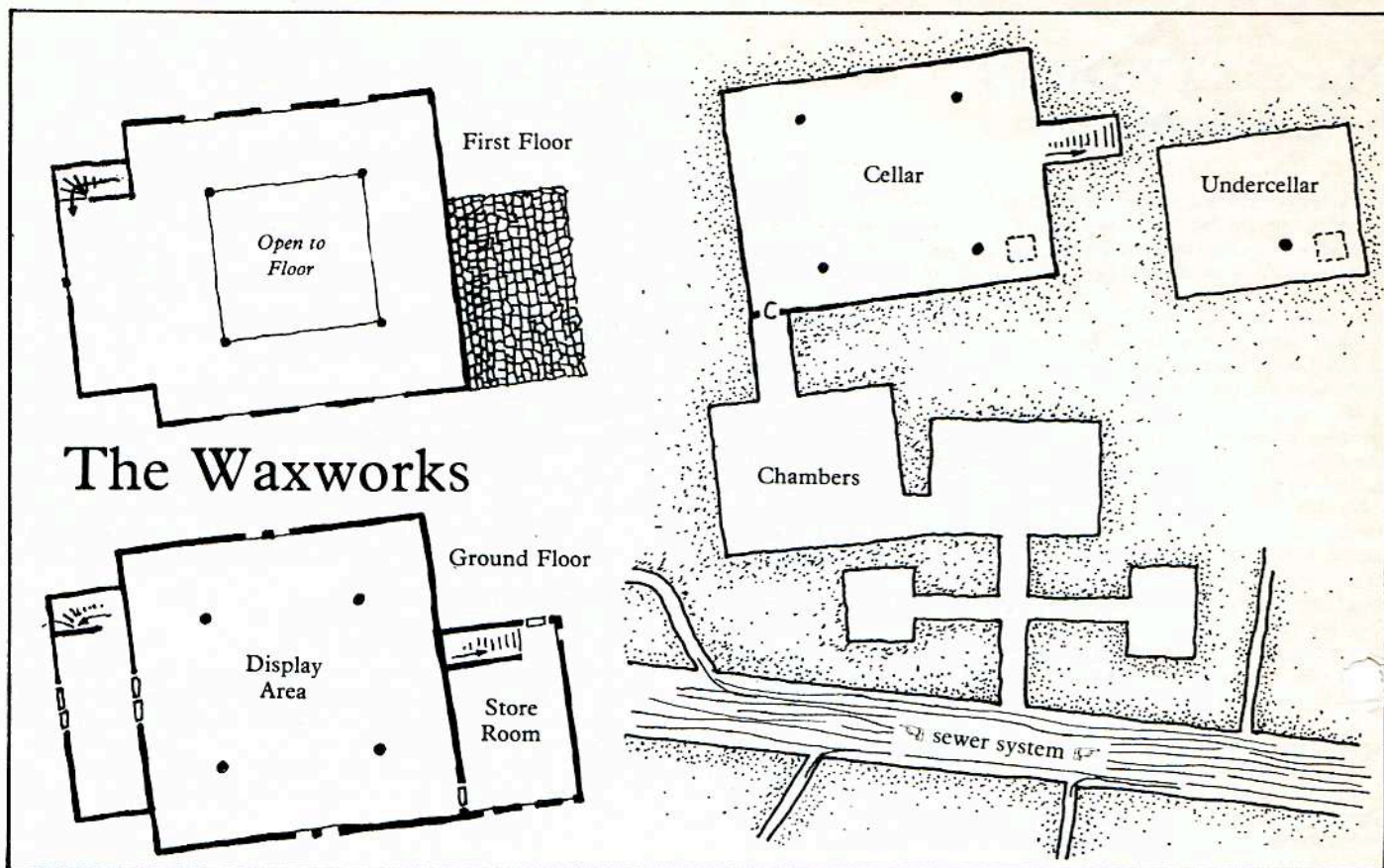
Spells:

- D&D 1: (1*, 4, 5, 9, 10, 11*)
 2: (6, 7*, 9, 11*)
 3: (4*, 6, 9*)
 AD&D 1: (3*, 12, 15*, 22, 23, 24*, 25*, 29)
 2: (10, 12*, 15, 19, 23*)
 3: (9*, 12, 16*)

49g Lagwort; M; F4; N/NE;

three daggers; AC 7/8; hp 24/30

- H
- S 15 *Stained black leathers and large, ill-fitting cloak; small and rat-faced*
- I 10
- W 7 *Bodysnatcher; waxwork in 'City By Night' tableau*
- D 12 *Dishonest, slimy, repulsive; sees himself as a criminal mastermind; suffers from flatulence*
- C 17
- Ch 7 *Partner of Big Dunold (49h); knew Lorys as recipient of not-quite-dead bodies and Aethelron Verthill (21b) as a supplier of corpses.*



The Waxworks

49h Big Dunold; M; T5/A5; N/NE; knobbed stick; AC 9/10; hp 35/40

- H
S 18
I 4
W 3
D 4
C 18
Ch 4
- Smart grey leathers and red cavalry boots; very big; left hand disfigured
 - Bodysnatcher and wanted murderer; waxwork in 'City By Night' tableau
 - Very, very stupid; violent; says little; virtually insane with fear - a child gouged his left hand with a knife and he is sure he will be in agony when he 'wakes up'
 - Lagwort (49a) is his partner; the Punctillan and several District Militia would dearly love to meet him again....

49b Jisse; F; T2; N; dagger; AC 7/8; hp 7/9

- H
S 9
I 11
W 14
D 15
C 14
Ch 12
- Low-cut, tight dress; hard-looking
 - Hoyden and pickpocket; waxwork in 'Strangler' tableau
 - Streetwise; hardened professional
 - Nodding acquaintance with staff in most cheap taprooms in Docklands; estranged half-sister of Flinn (61b); member of Sisterhood of Hoydens

49j Falla Nithoen; M; Fr4; L/LN; no weapon; AC 9/10; hp 10

- H/1/2
S 16
I 9
W 8
D 10
C 13
Ch 14
- Deep green doublet and hose; noose around neck
 - Borough (District) Militiaman; waxwork of murderer about to be hanged
 - Headstrong bungler; always knows better; overweeningly proud of Militiaman status
 - Knows most of the Borough (District) Militiamen by sight

49k-v There are twelve others in the display. **Colster, Bridnd** and **'Mast-Head Torry'** are beggars; **Lura** and **Pollnia** are street-girls; **Caf, Melurian** and **'Clipper'** are the off-spring of out-of-towners who strayed off while their parents were involved in their various businesses — all are Fr1, hp 2. **Thurpis** (Fr2, hp 5) is a shopkeeper's son; **Mardrevvir di Bartennia** (Fr3, hp 8) is a scribe-assistant to the Deputy Ambassador from Dontaldor to the Court of the Katar; **Bosjna** (T1, hp 1) is the apprentice-trainee to a locksmith; **'Lucky' Lessandra** (Fr 2, hp 5) is a

tavern gambler. No-one is actively searching for these people, although the Ambassador from Dontaldor might pay 25gp as a reward for saving his compatriot.

The displays at the Waxworks change regularly as Lorys slowly drains his way through the bodies. New tableaux are set up from the victims that Lorys finds during his nocturnal expeditions. The drained bodies are taken down into a cellar and used to feed Lorys' pets — a disgusting collection of stirges, ghouls and giant bats. These creatures also range into the ancient sewer system that extends throughout the Borough.

Plotlines

1. An NPC known to the player characters comes to them; complaining bitterly about having seen a relative in one of the Waxworks tableaux — although she disappeared months ago. The poor wretch was beaten up by Lorys' henchmen when he tried to touch the figure. By the time the adventurers get there, the tableau in which the figure stood has been replaced, and Lorys' assistants will not be very forthcoming about the fate of the 'wax' figure. Making a fuss will just fetch the District Militia. The PCs' only chance is to try and slip in at night, when everyone is bound to be asleep....

2. Frinette was paralysed while saying the command words for his wand, so when re-animated he will be heard to say '...uichi' — and then the wand will go off. He will not be particularly apologetic, insisting that the Order of Mountain Mages will protect him from retribution.

3. Releasing Lagwort and Big Dunold, along with the other victims, will be an act of the great compassion — but the PCs will live to regret it. Lagwort is bright enough to recognise adventuring characters for what they are, and he knows adventurers are *always* loaded. He and Big Dunold will look for ways to divert the characters' possessions into their own care. And then there will be the matter of the Law. Releasing the victims is bound to make the adventurers famous in the Borough for a few days — so when Lagwort and Big Dunold start up their normal activities again, the District Militia and the Punctillan will be after them. Charged with three murders and six robberies, with plenty of previous convictions, Lagwort knows a guilty verdict will mean the death penalty, and so he will 'shop' the PCs in the hope that they will hire a big-time lawyer to get everyone off the hook.